

BERSERK



KENTARO MIURA

PRÉSENTATION DES PERSONNAGES



Son rêve est de devenir le plus puissant des guerriers. Même si sa force ne suit pas encore, ce qui le met sans cesse en danger, il s'accroche afin de pouvoir réaliser ce rêve. Il vient de recevoir une arme lui assurant la protection de l'esprit élémentaire du feu.

GUTS

Le héros de l'histoire. Il est le guerrier noir qui demeure sur le seuil, motivé par la volonté de défendre Casca et de défier Griffith. Il se bat avec une violence inouïe.



CASCA

Ancien officier de la troupe du Faucon, qui a perdu l'esprit après les événements traumatisants du sabbat.

Elle ne peut désormais presque plus parler ni exprimer ses sentiments. Un sortilège protecteur de Flora empêche sa marque d'attirer les démons.



PUCK

Un elfe qui voyage depuis longtemps avec Guts. Sa poudre a un pouvoir de guérison sur les blessures. Il a découvert récemment qu'il faisait partie de la famille des esprits élémentaires du vent. Il est aussi "Puck la châtaigne".



SCHIERKE

Disciple de Flora, la sorcière de l'arbre aux esprits. Elle aide Guts et ses compagnons grâce aux nombreux sortilèges qu'elle jette. Il est même arrivé qu'elle les sauve au prix de grands dangers, en employant des sorts qu'elle ne maîtrisait pas. Elle a un côté bonne élève.



GRIFFITH

Durant le sabbat déclenché par la béhérit pourpre, il est devenu l'un des God Hand, Femto. Mais le sabbat provoqué par l'apôtre en forme d'œuf lui a permis de reprendre forme humaine et de rejoindre le monde physique. C'est désormais un surhomme que personne en ce monde ne peut égaler; et le chef de la nouvelle troupe du Faucon.



FARNÈSE

Ancien chef de la troupe des chaînes d'acier sacrées, milice de la papauté, et héritière de l'influente famille Vandimion.

Elle veut apprendre de Guts à s'accepter et survivre par elle-même, ainsi que la vérité sur le monde.

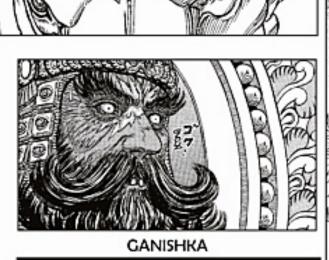


SERPICO

Demi-frère de Farnèse, bien que celle-ci ignore leur lien de parenté. Déjà doué pour le combat, il a de plus reçu la protection et les armes de l'esprit élémentaire du vent.

RODERICK

Troisième dans l'ordre de la succession au trône et amiral de la marine d'Eath, un royaume-archipel en relation avec la papauté. C'est un ami du frère de Farnèse, Il emmène Guts et son groupe à Elf Helm, sur son navire de guerre.



Un apôtre, empereur des Kushans, qui tente de surpasser les God Hand.



Le groupe composé de Guts, Casca, Farnèse, Serpico, Schierke, Isidro, Puck et Evarella a enfin embarqué sur le navire de guerre appartenant à la marine d'Eath, le Sea Horse, dont Roderick est le capitaine, et quitté le port en direction d'Elf Helm. La vie d'invités à bord leur offre un repos temporaire et provoque chez chacun des changements émotionnels. Alors que tous font de leur mieux pour remplir leurs objectifs, certains réalisent aussi leurs sentiments. *

Jusqu'id, le voyage de Cuts l'a consumé physiquement et psychologiquement, et l'armure du Berserk lui a fait subir une épreuve supplémentaire. Mais l'esprit intraitable de Guts a enfin transformé une lueur d'espoir en réalité. Malgré des hésitations, il a enfin pu faire passer la sécurité de Casca avant sa vengeance contre Griffith. Toutefois, la traversée vers Elf Helm ne fait que commencer...

BERSERK 33

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LE FAUCON MILLÉNAIRE -LE CYCLE DE FALCONIA

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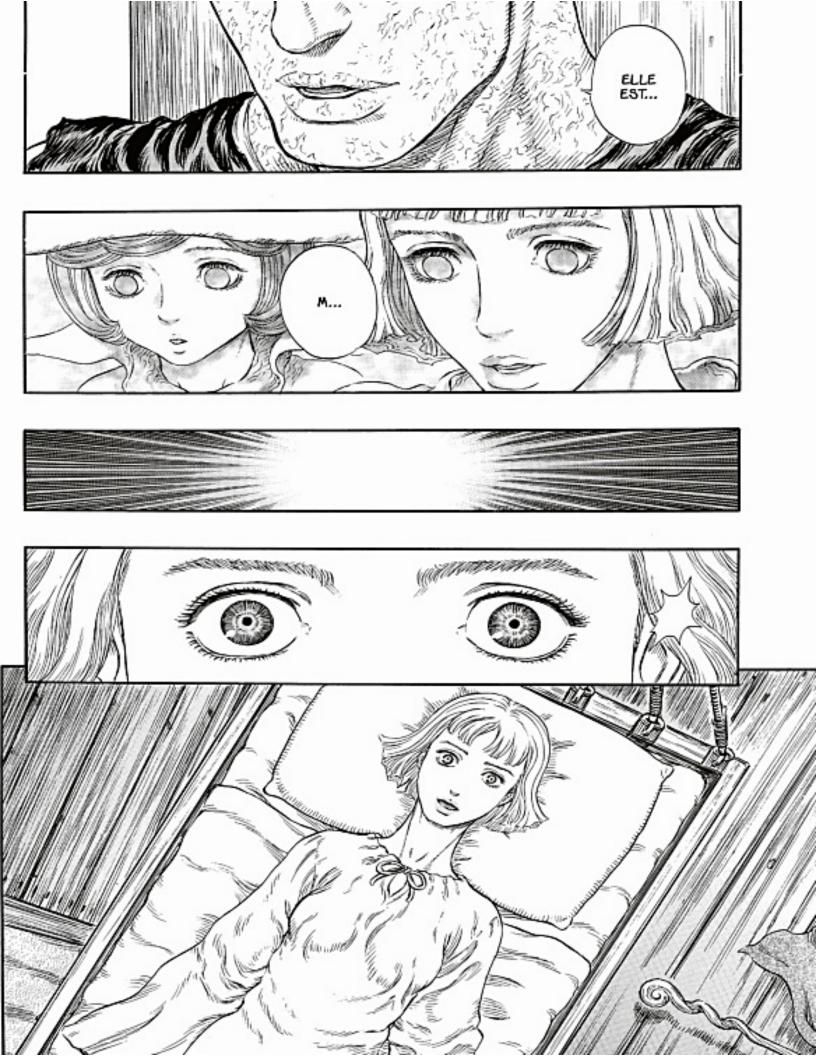












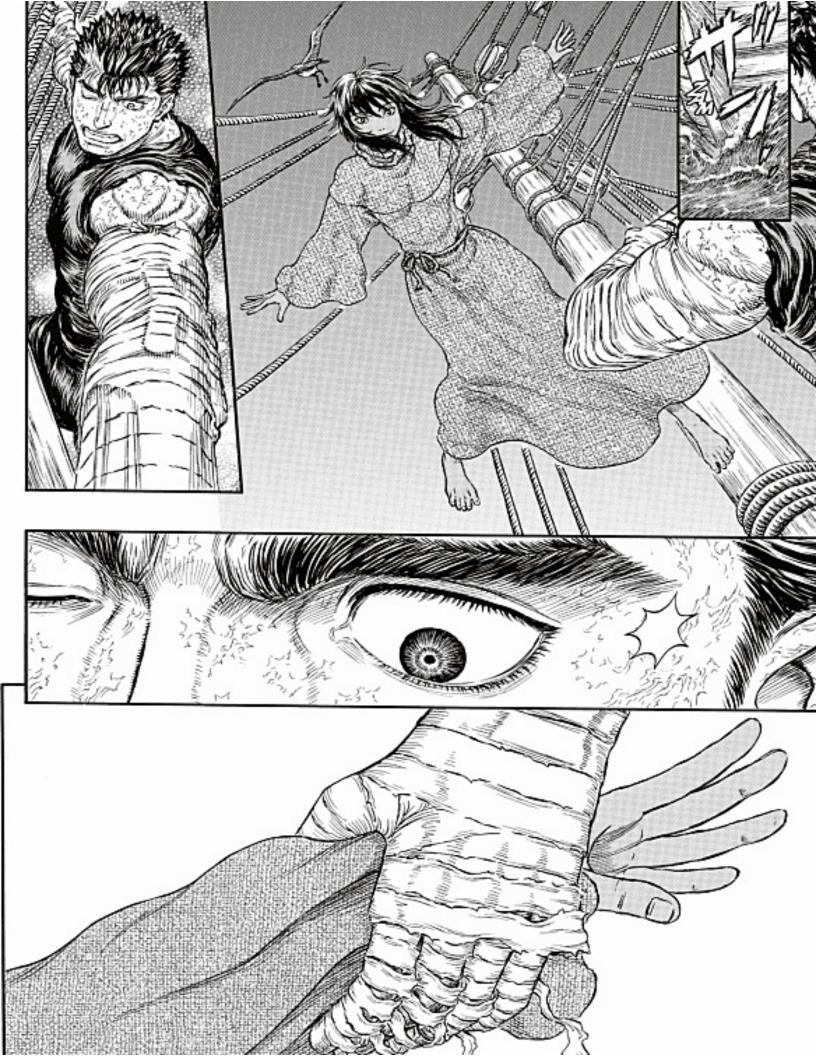




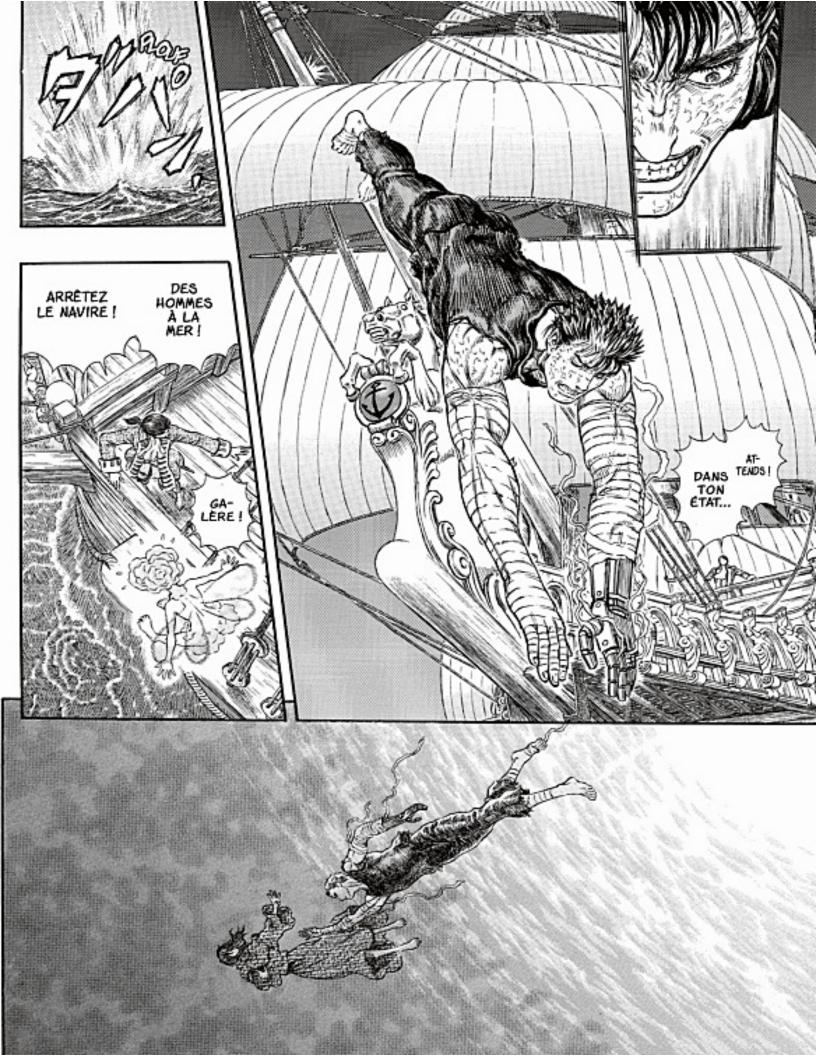












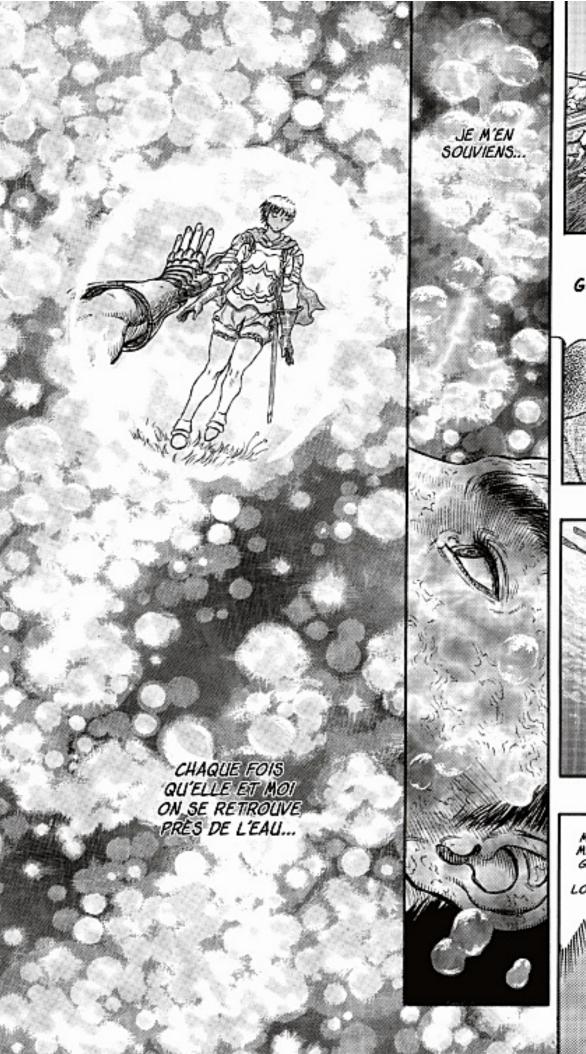








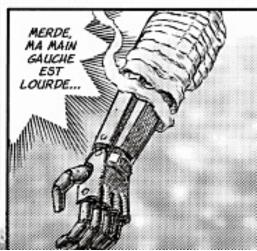




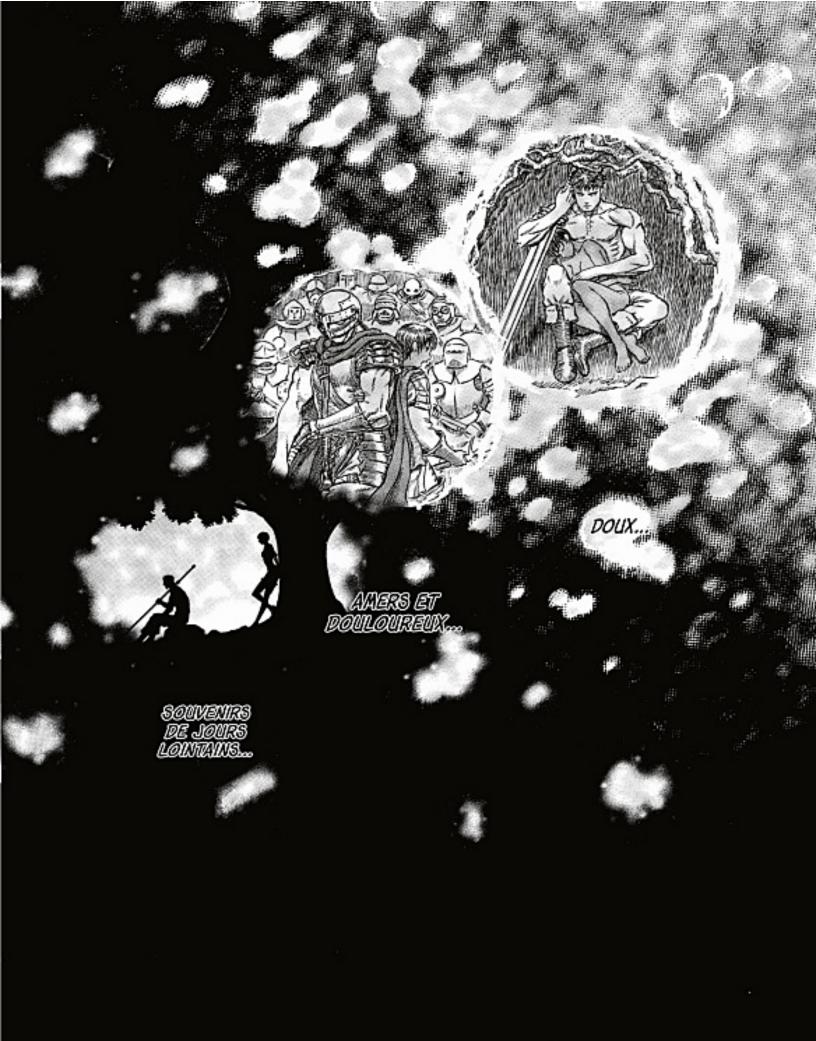








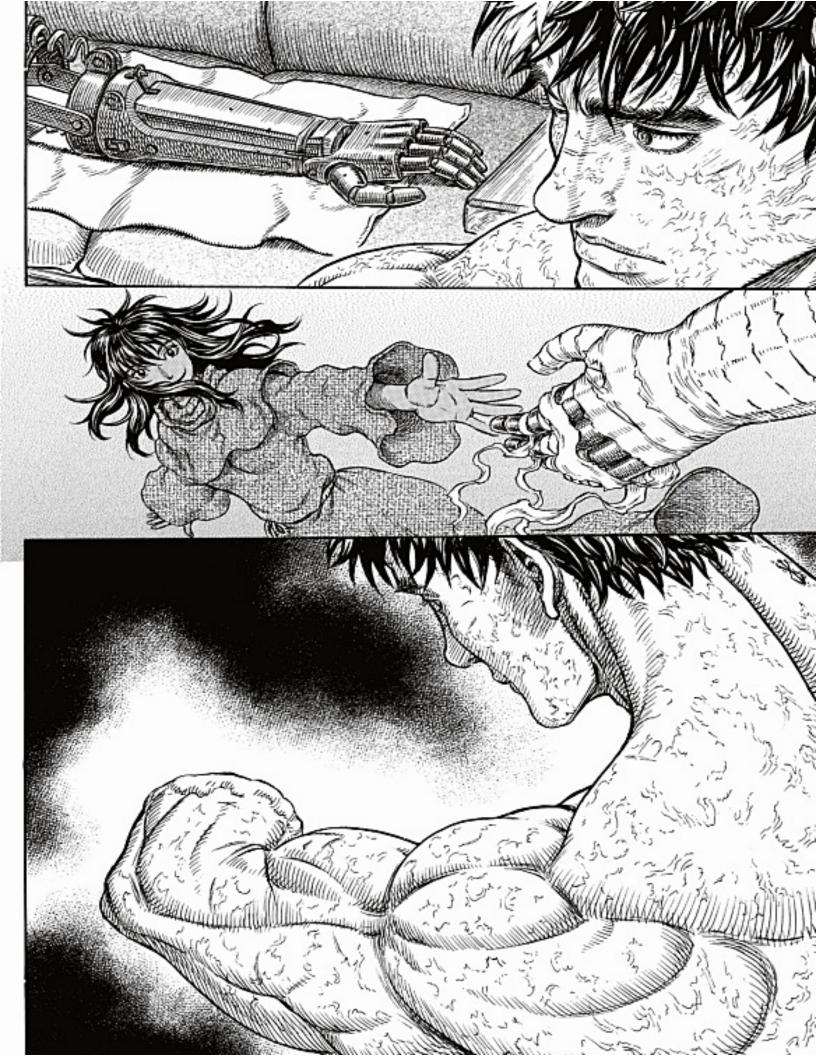




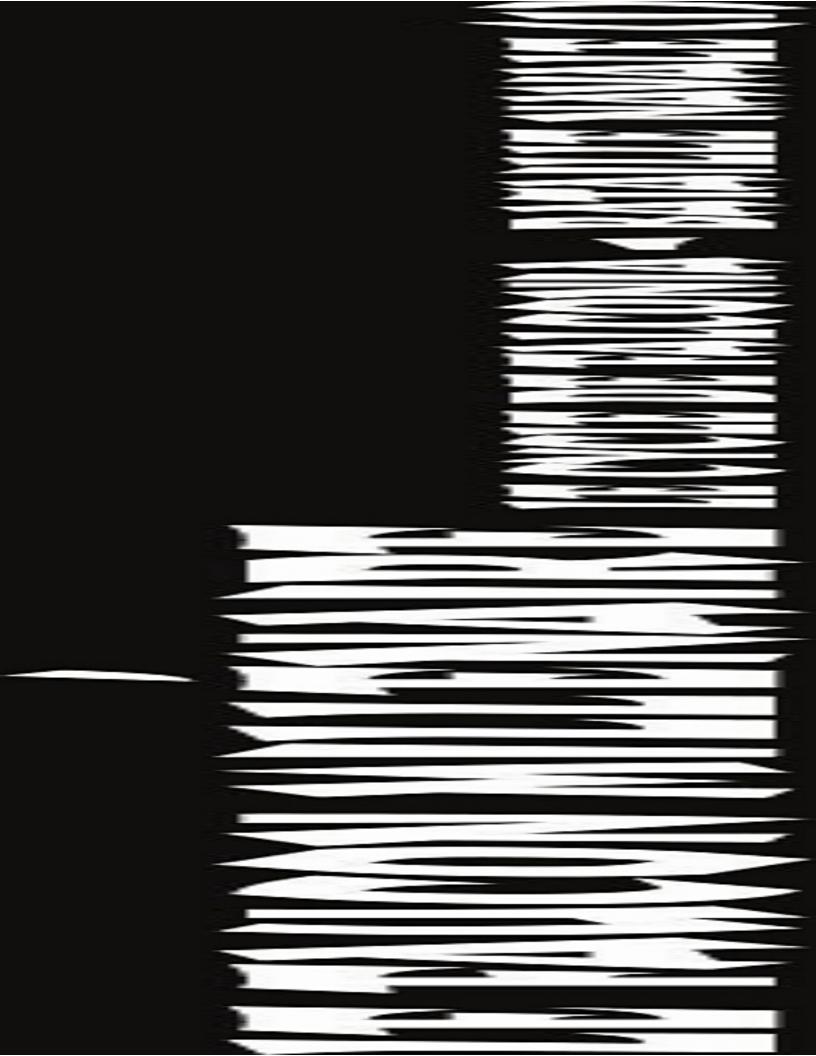








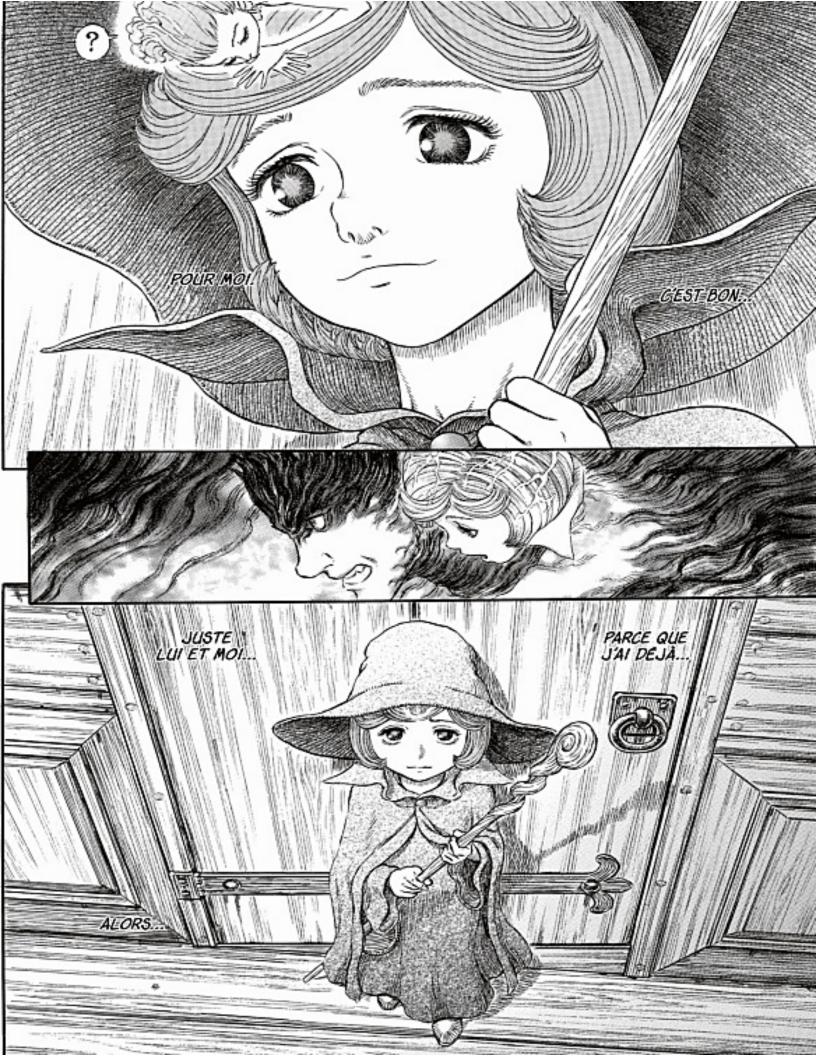














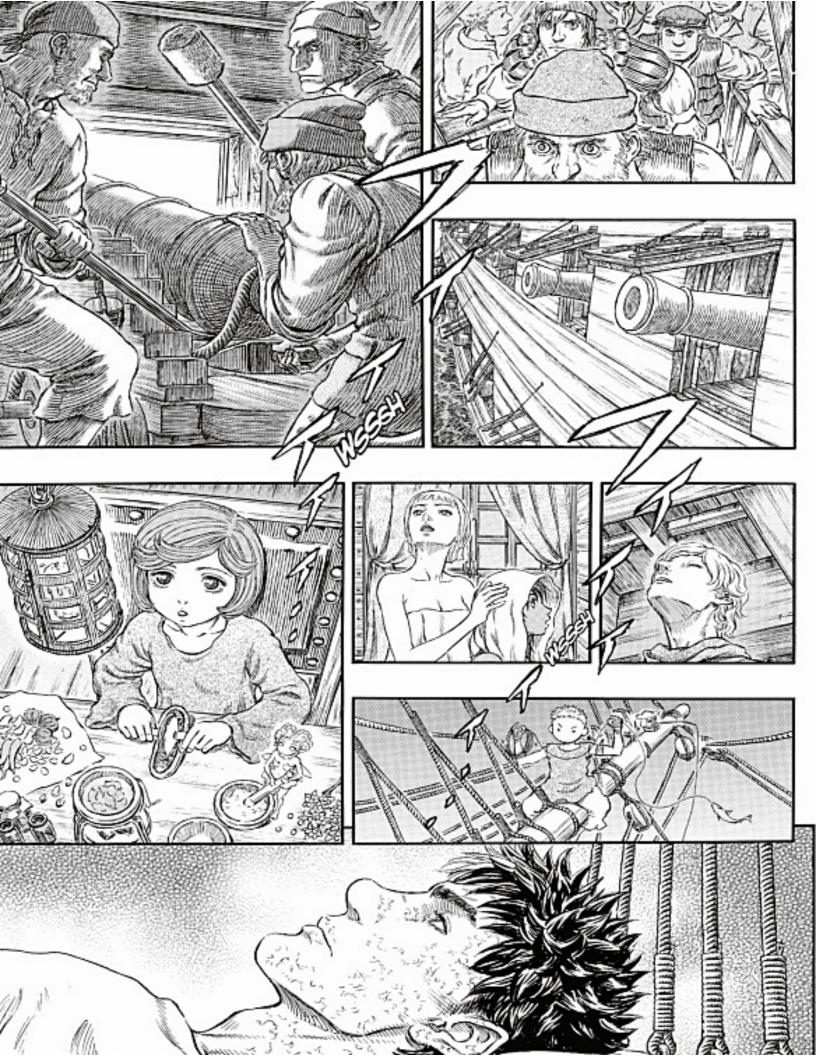


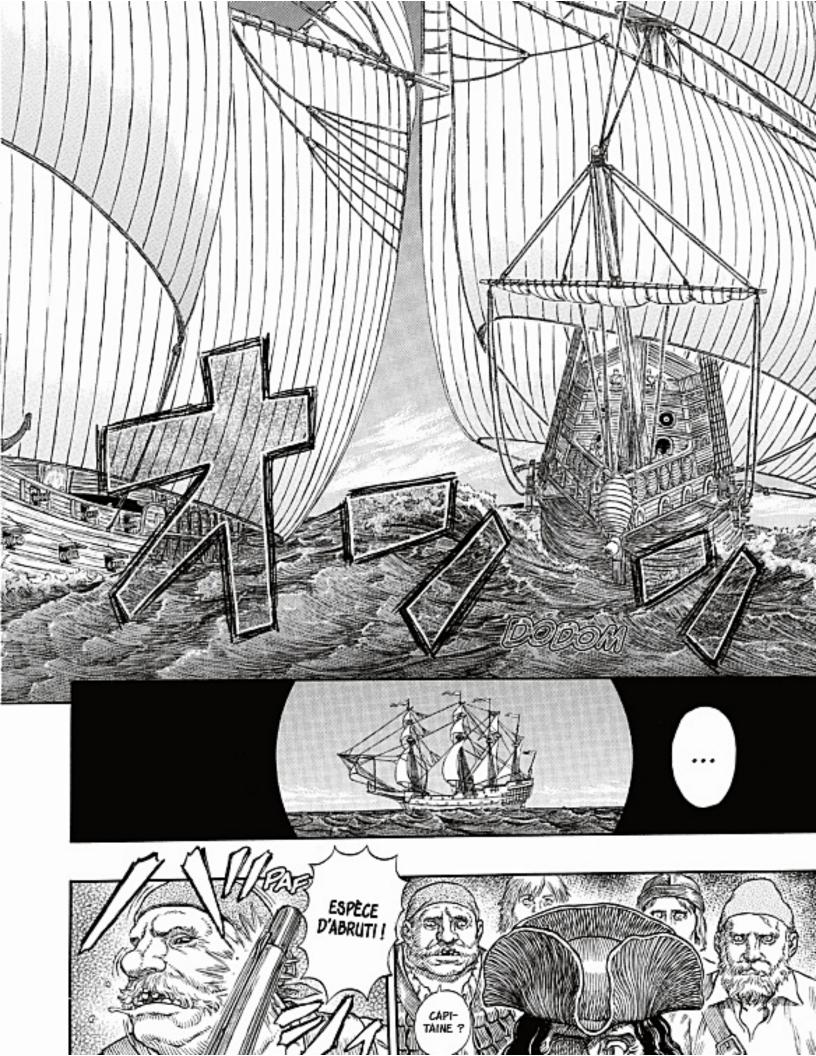


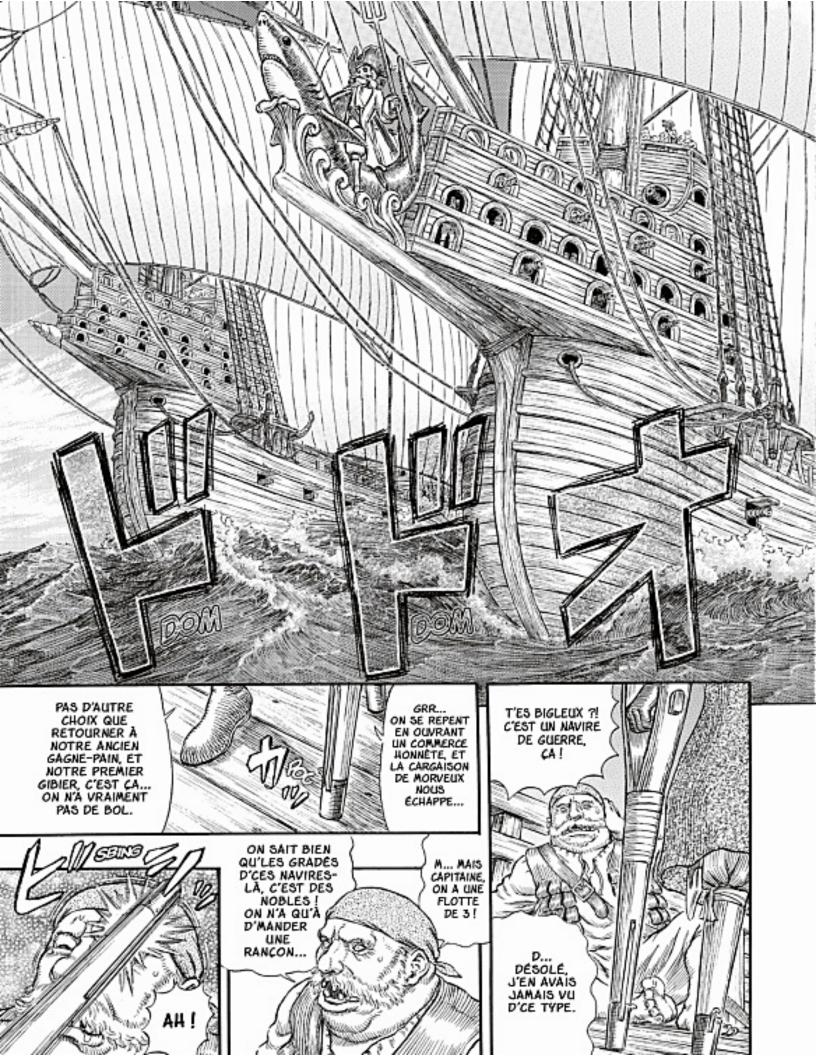








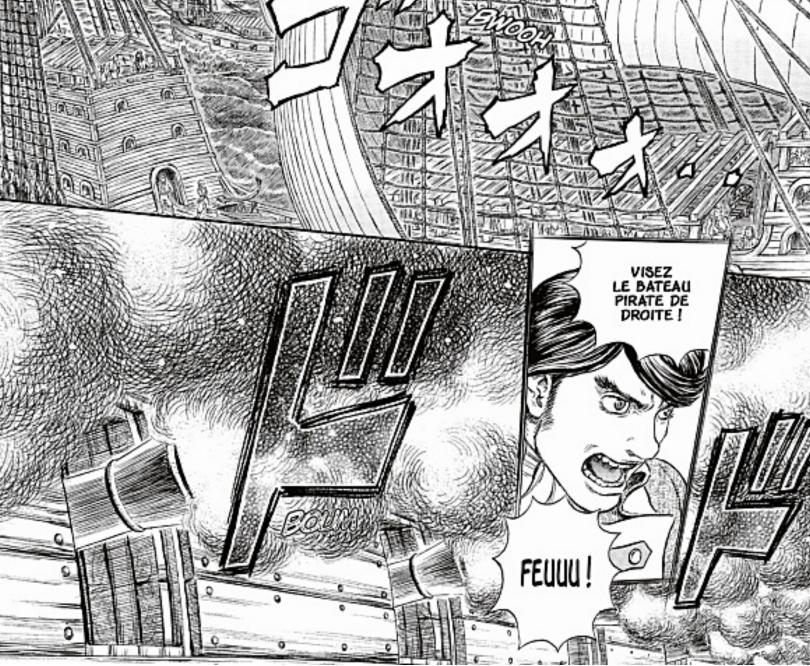
















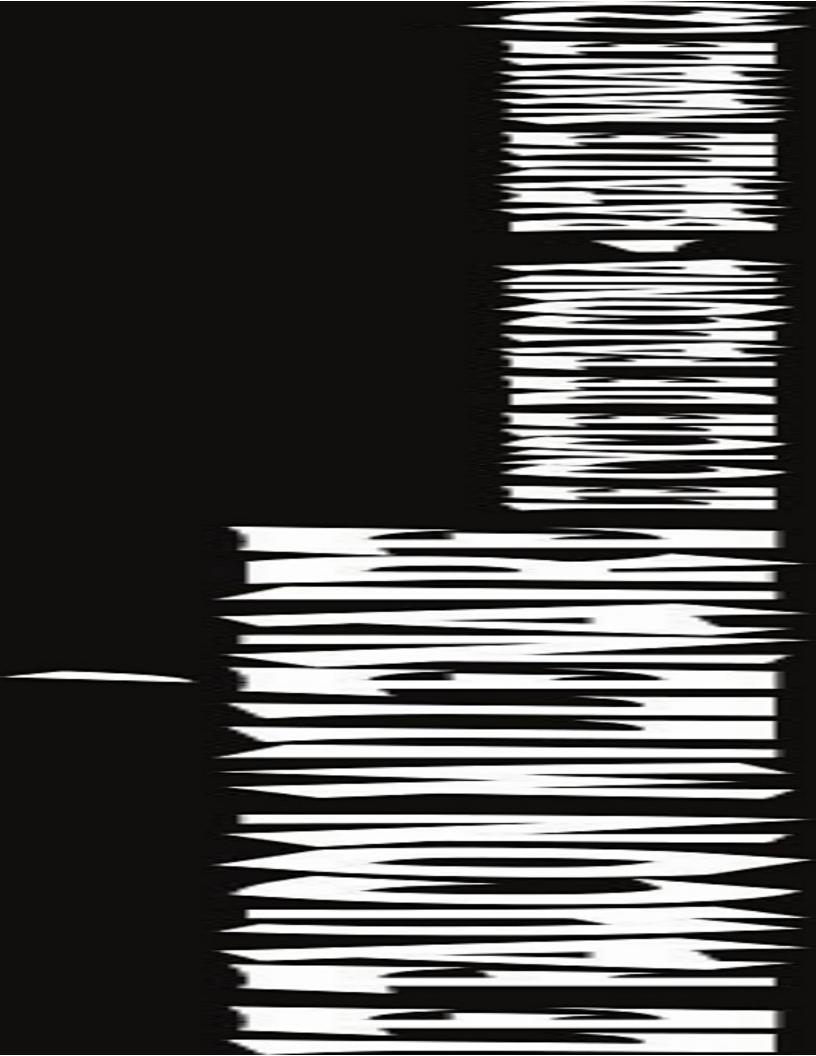




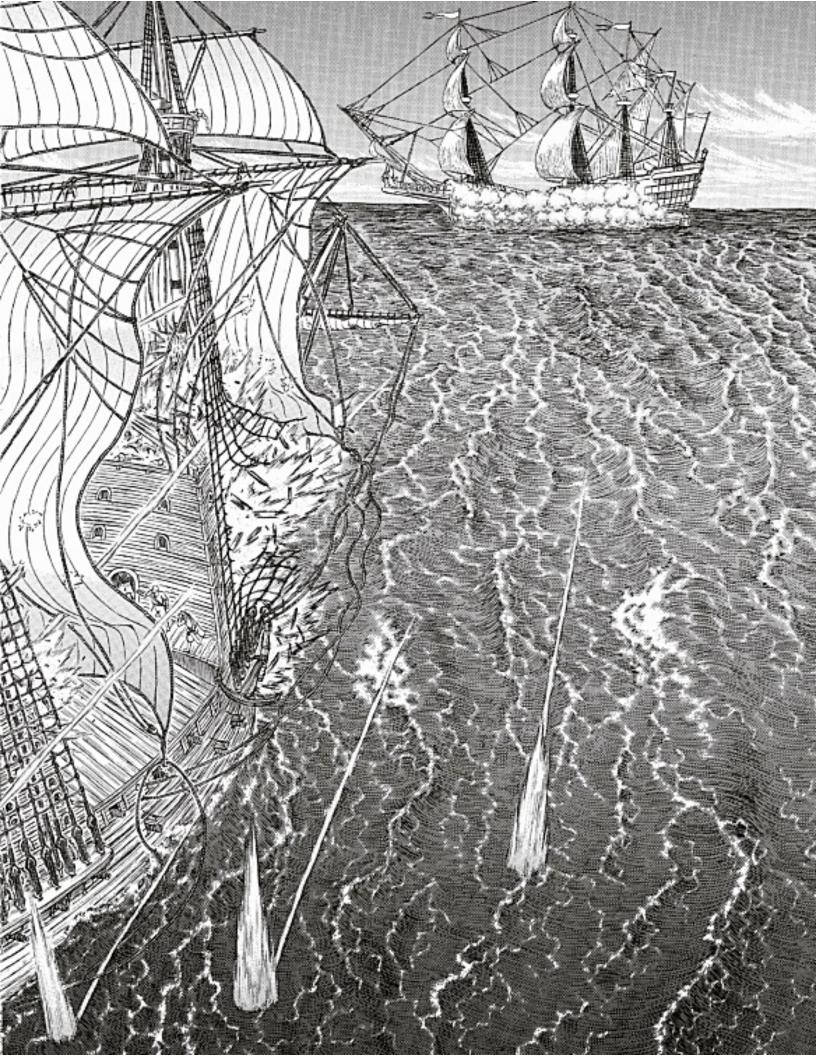














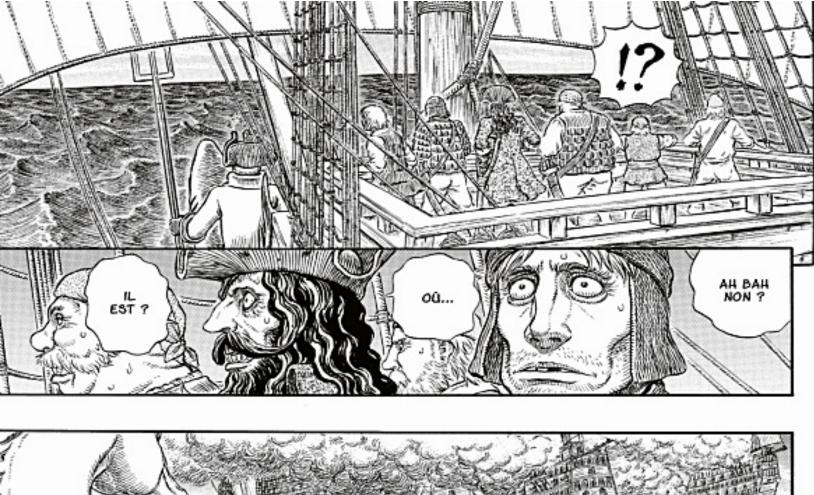


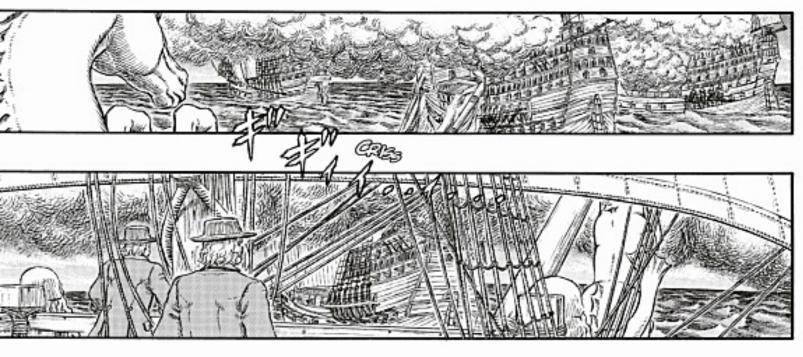






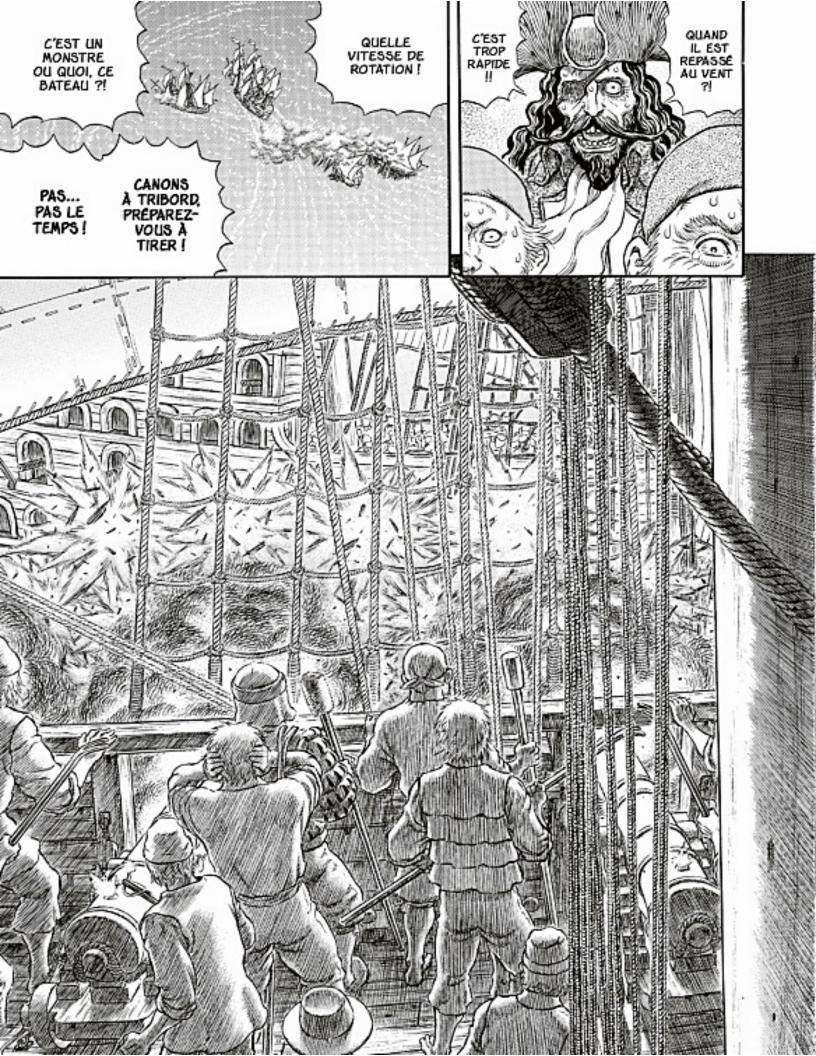




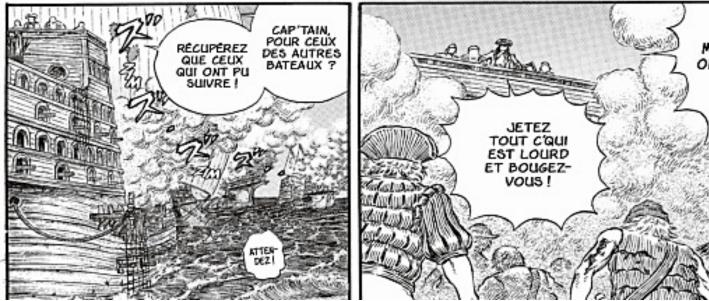








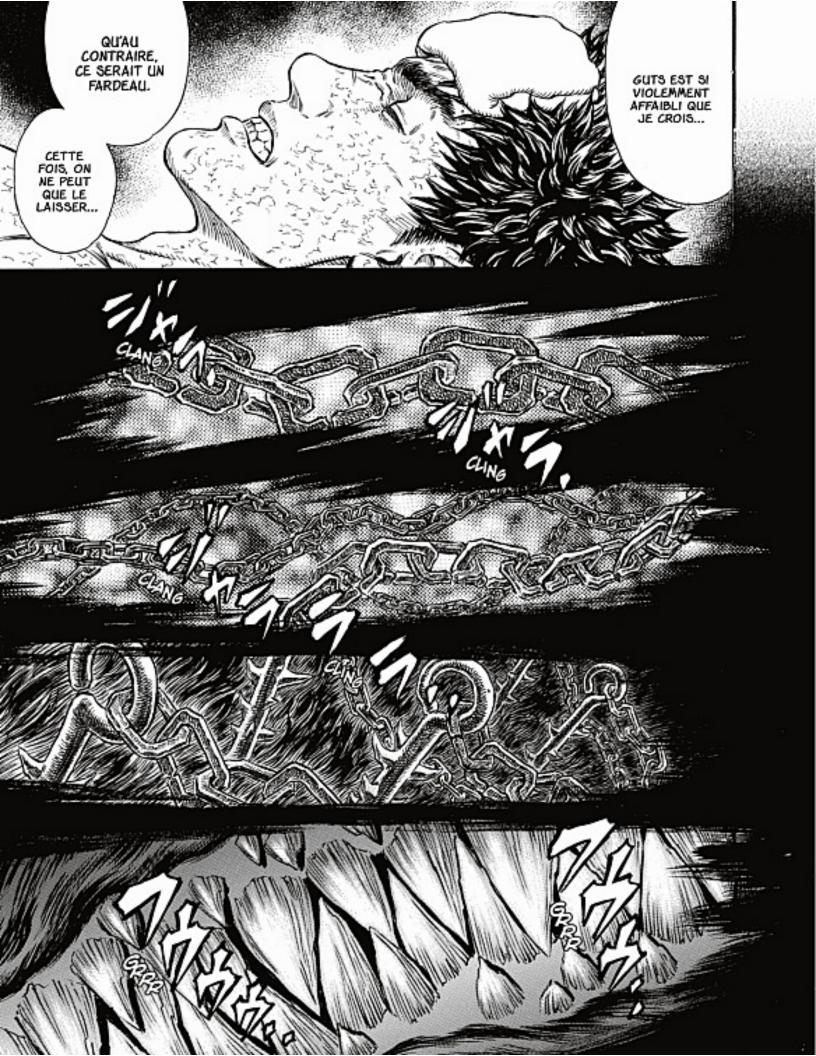




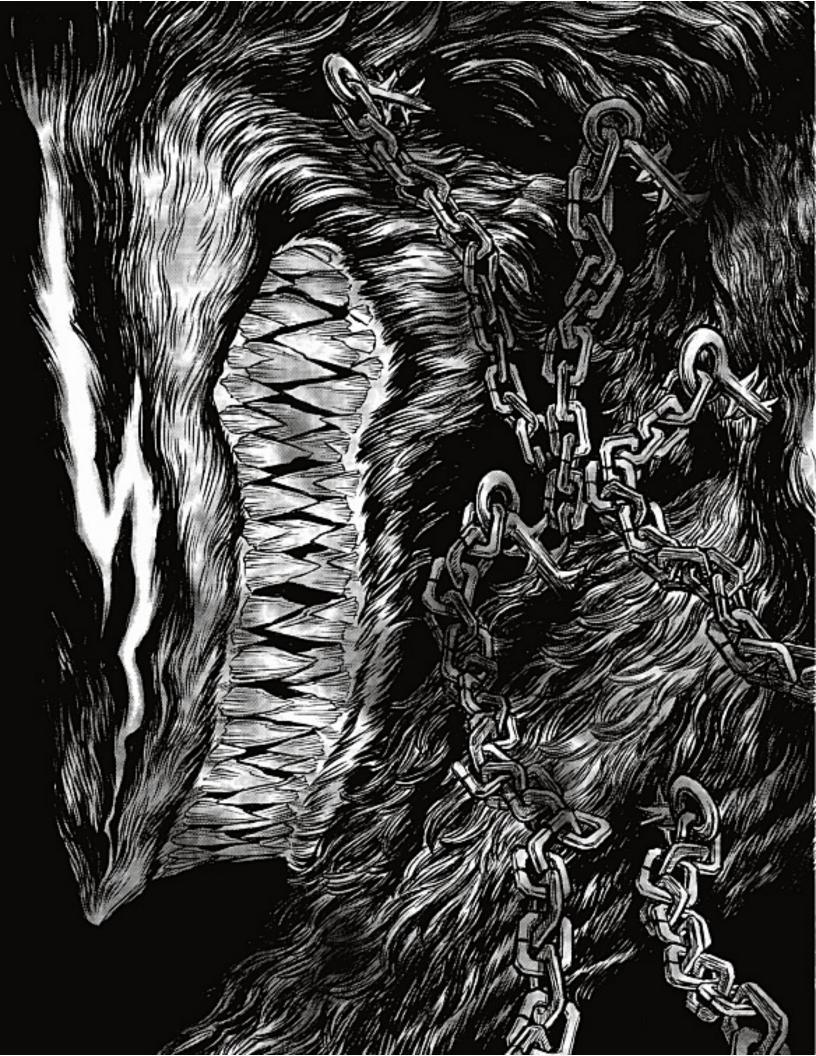




















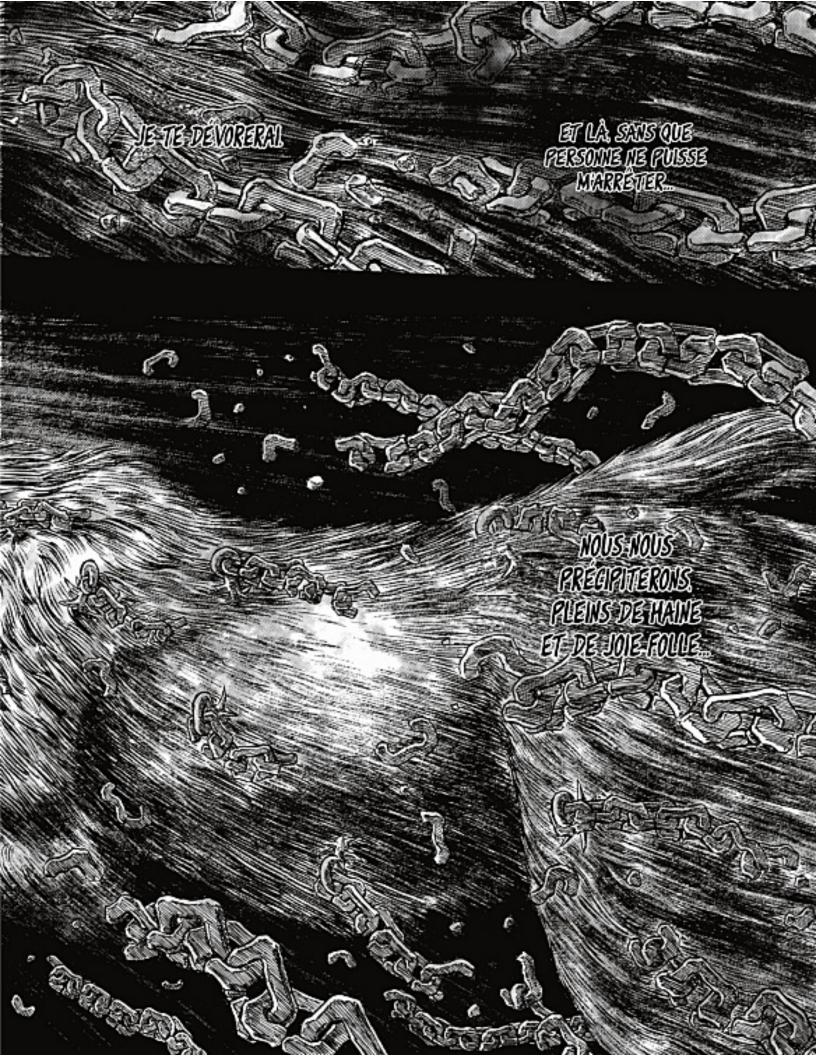




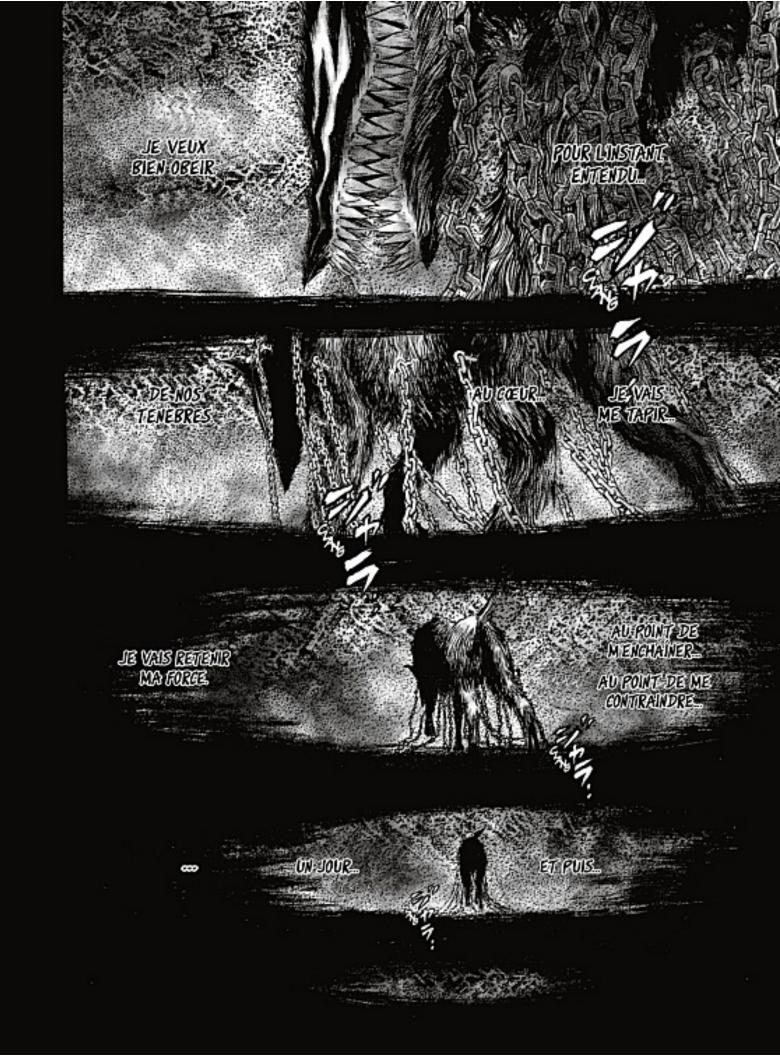




















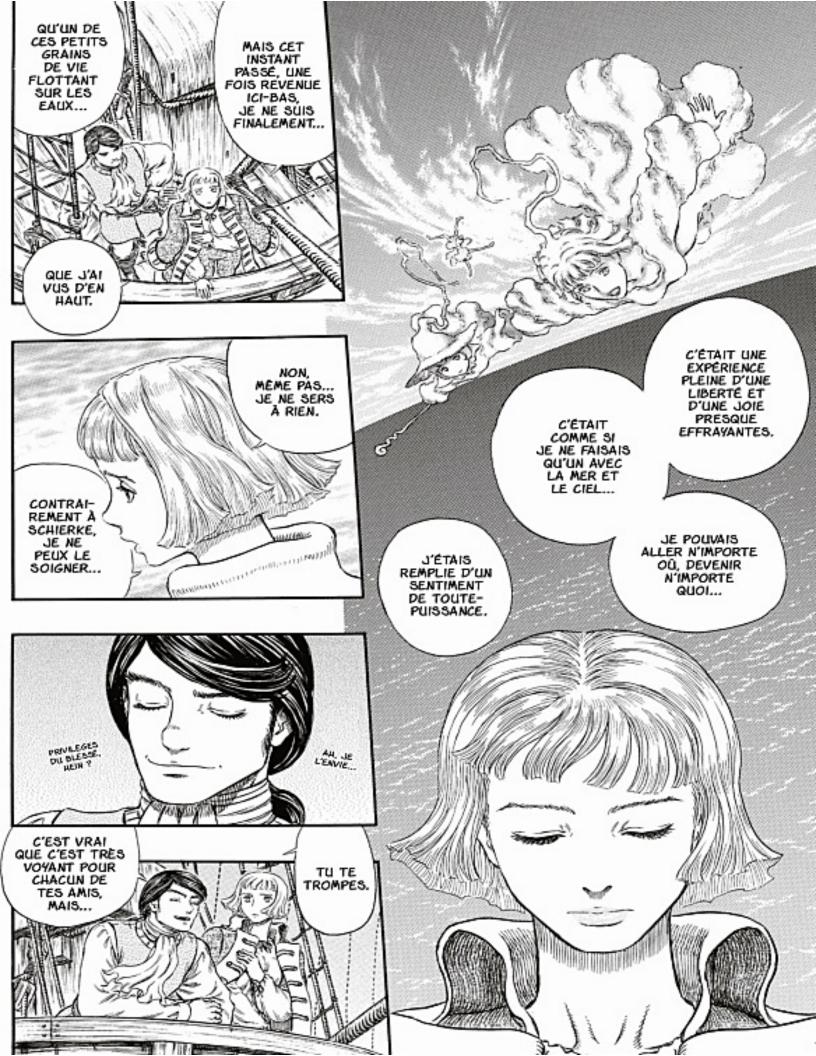








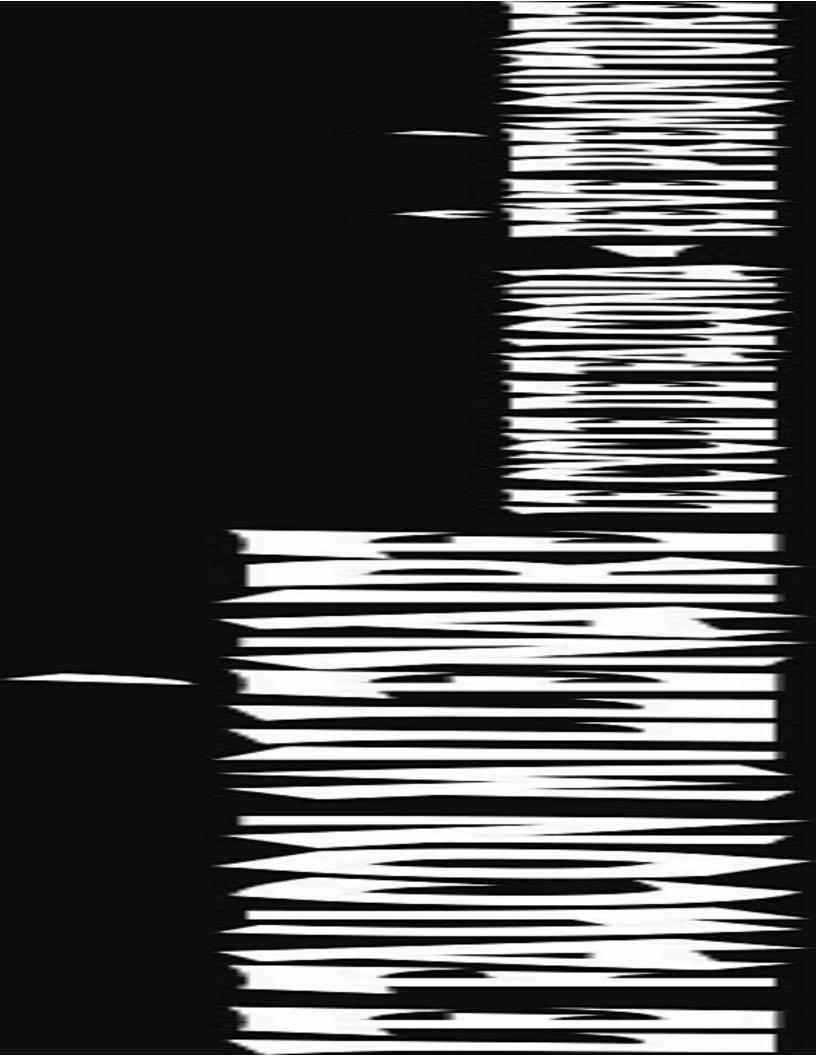




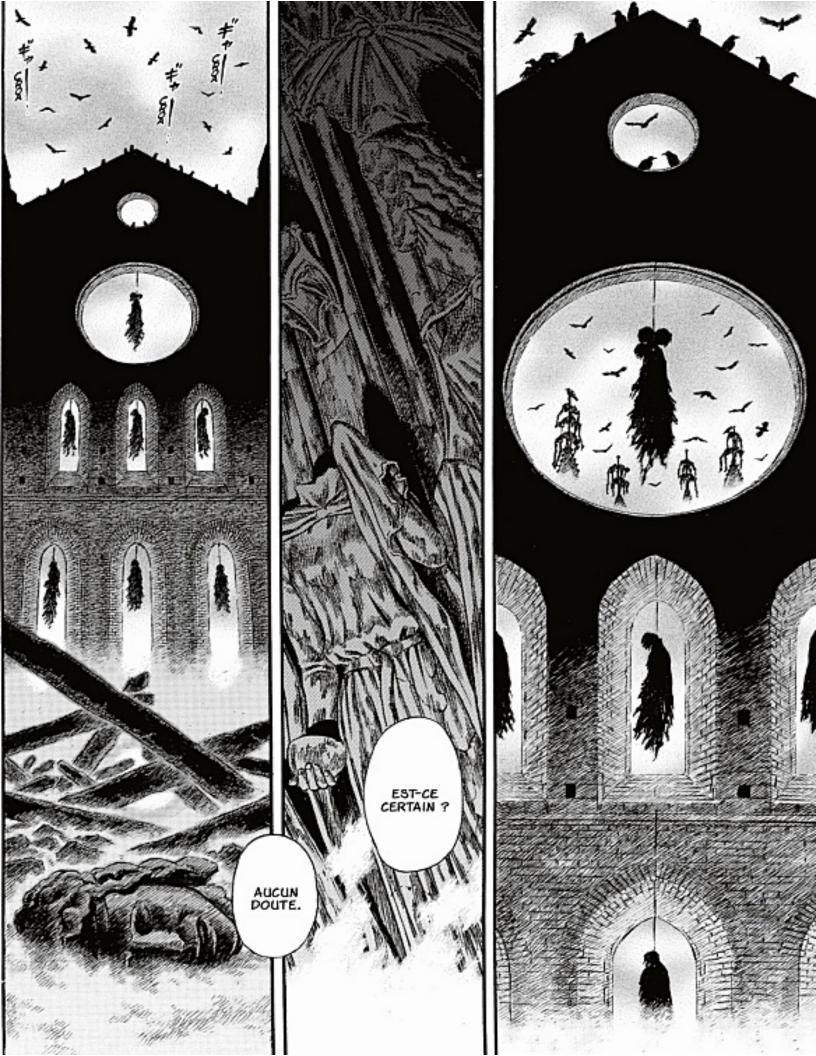




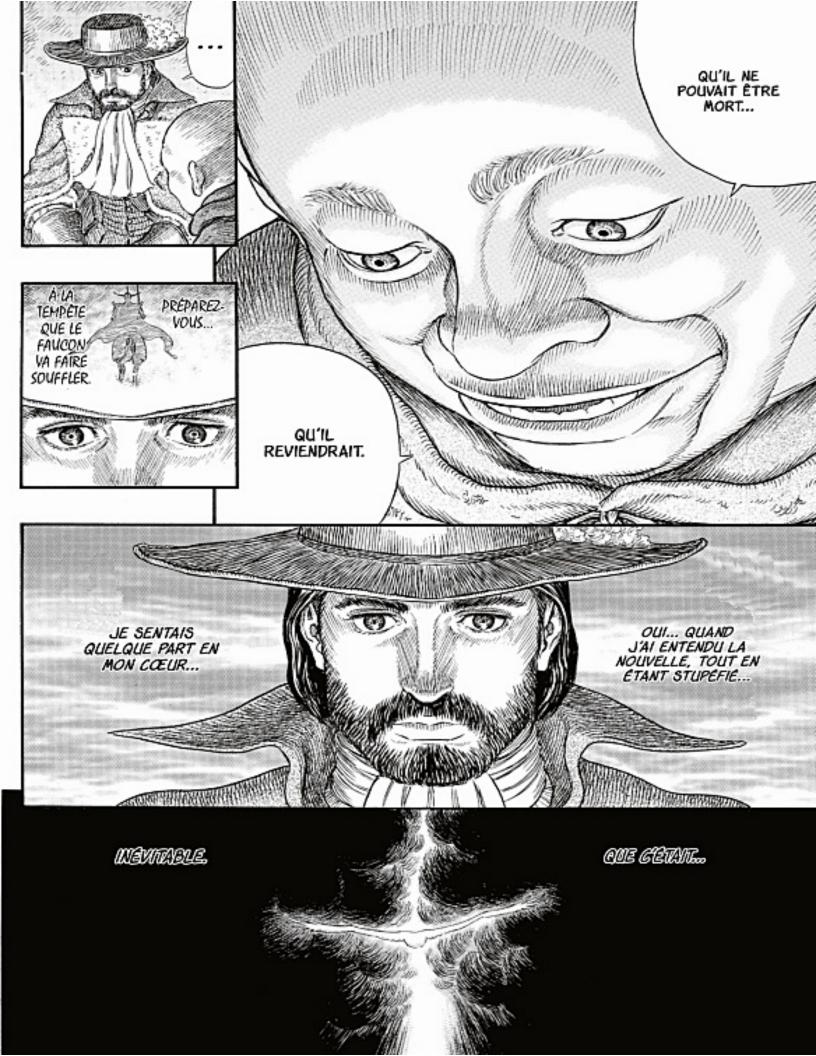
















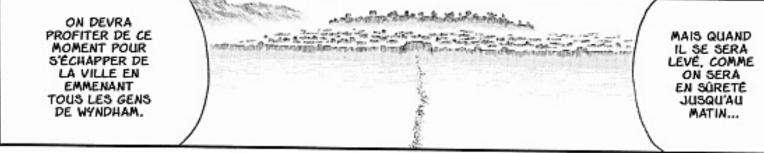












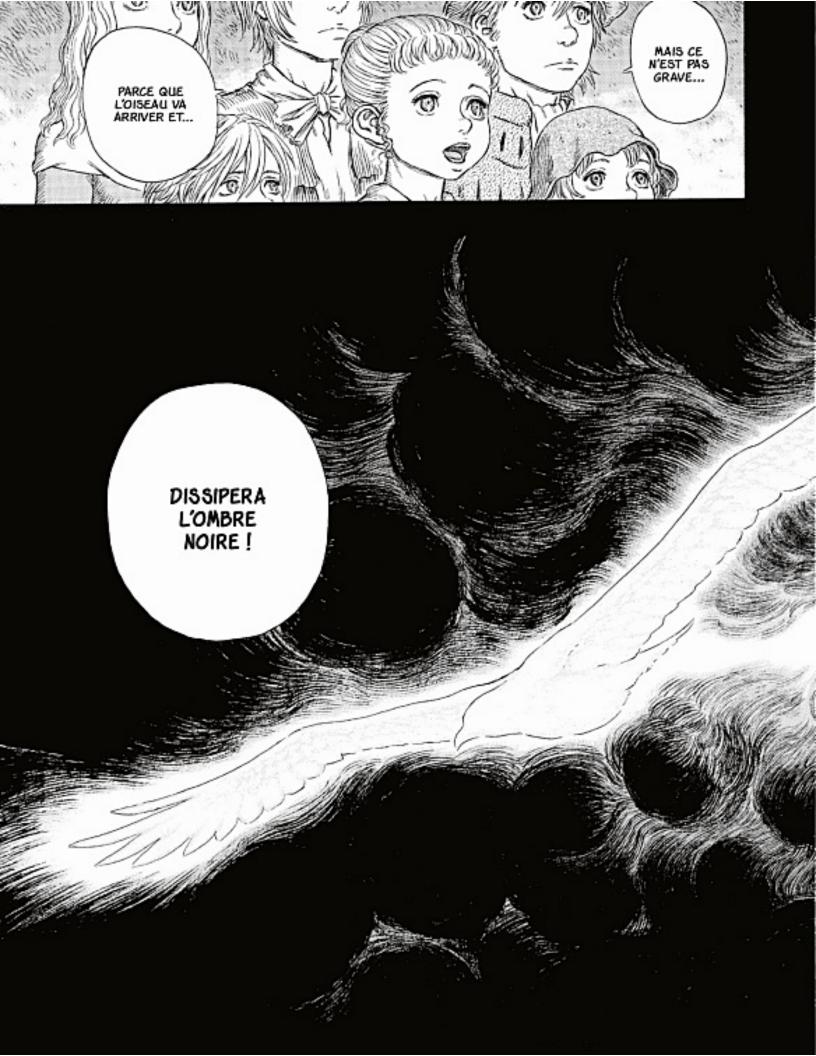










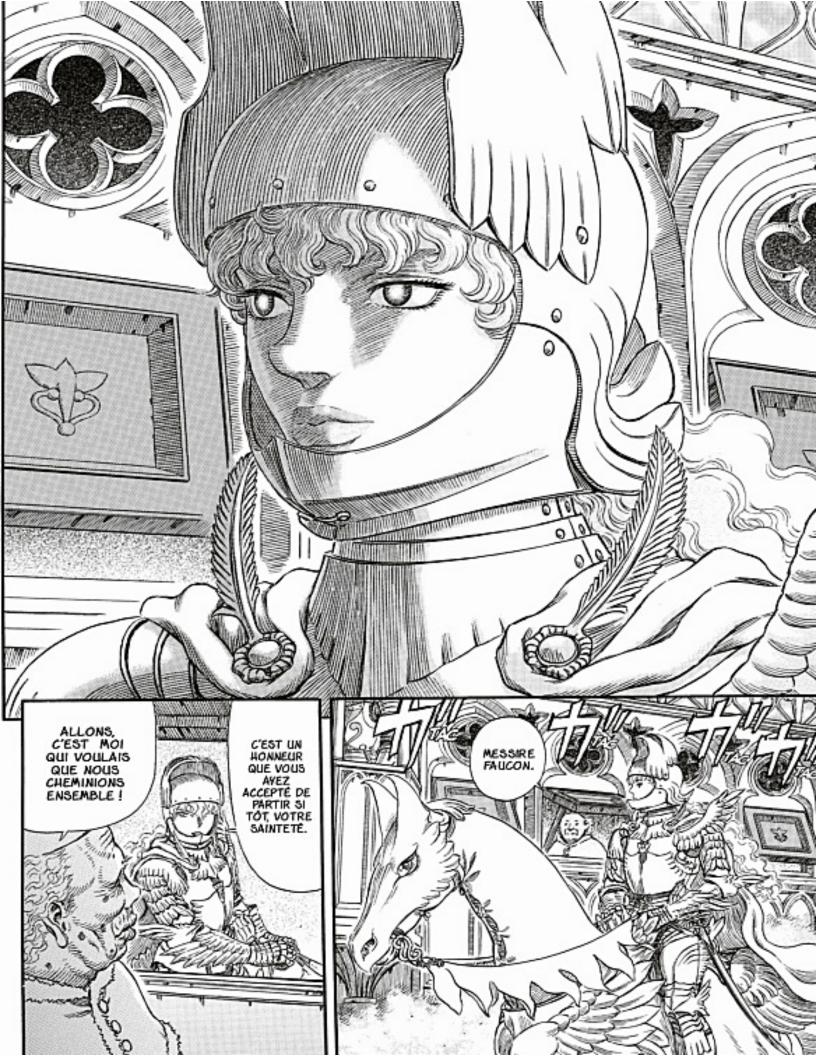






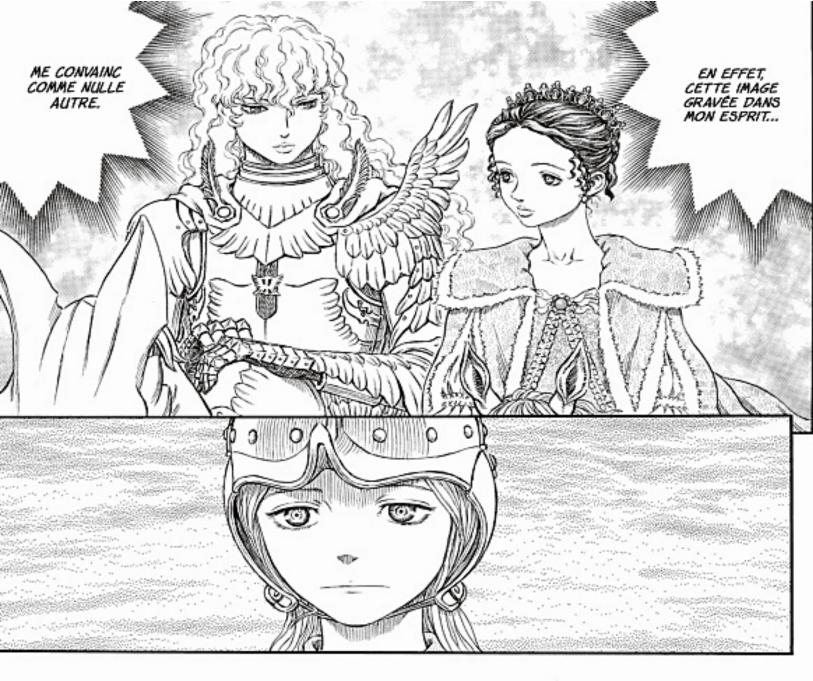
















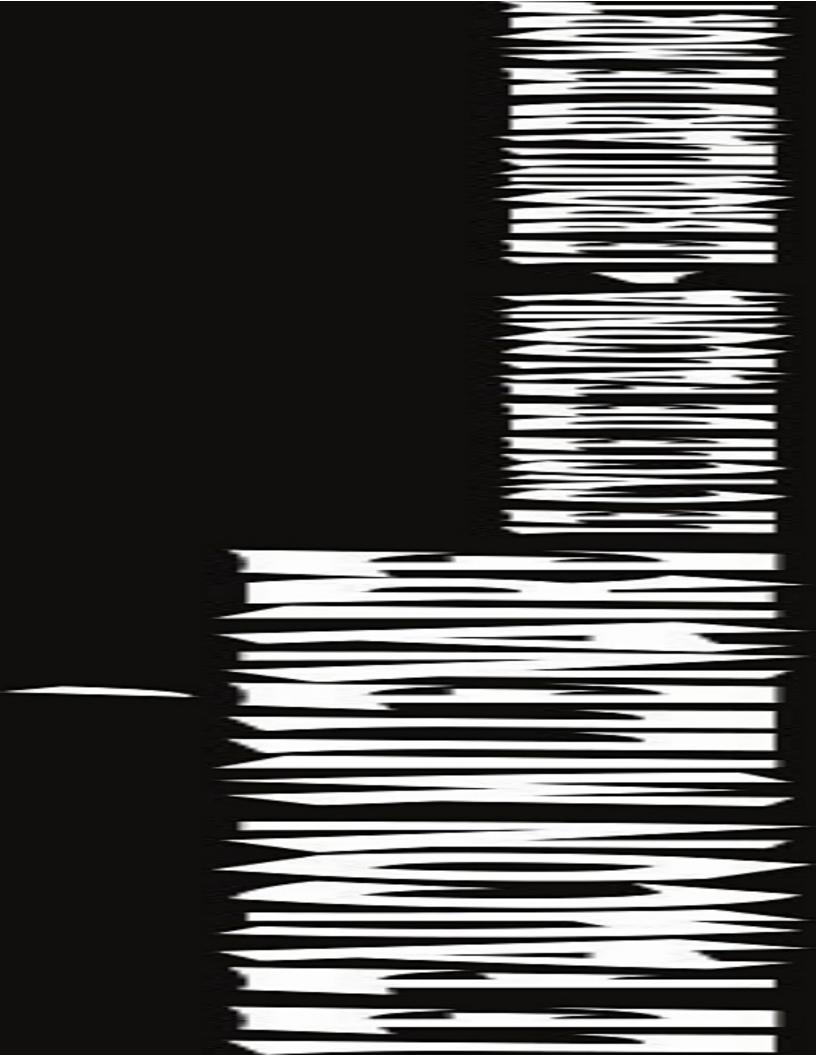


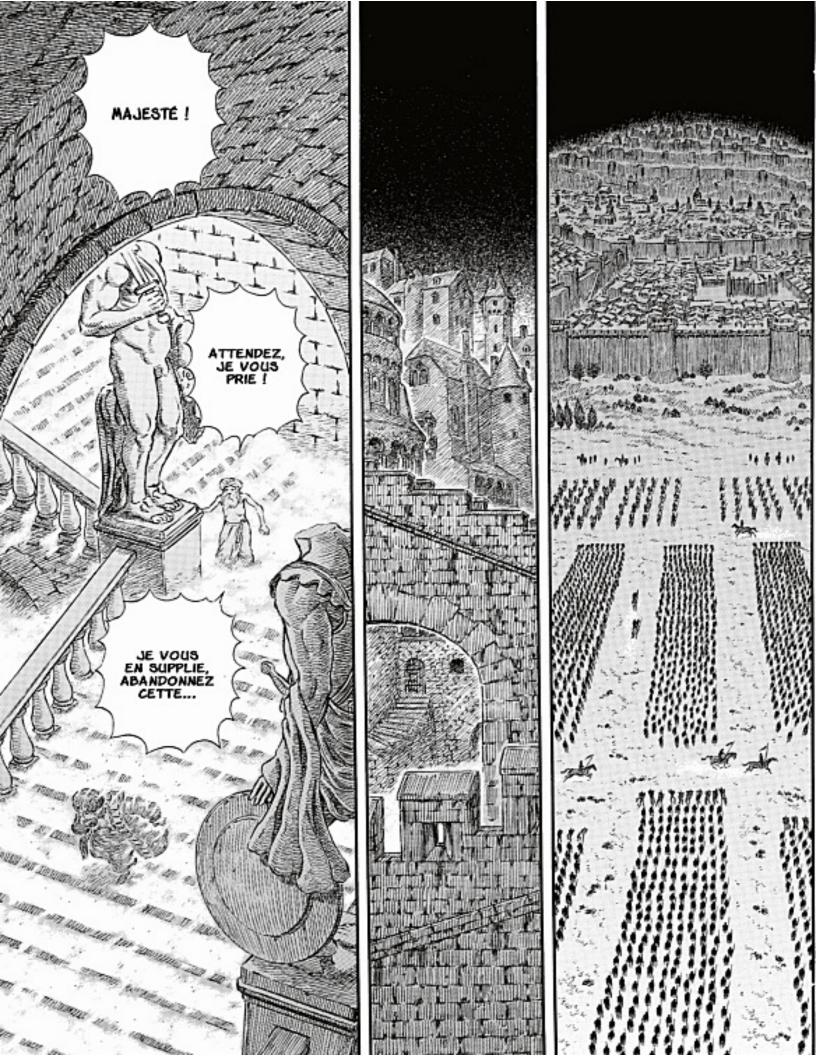








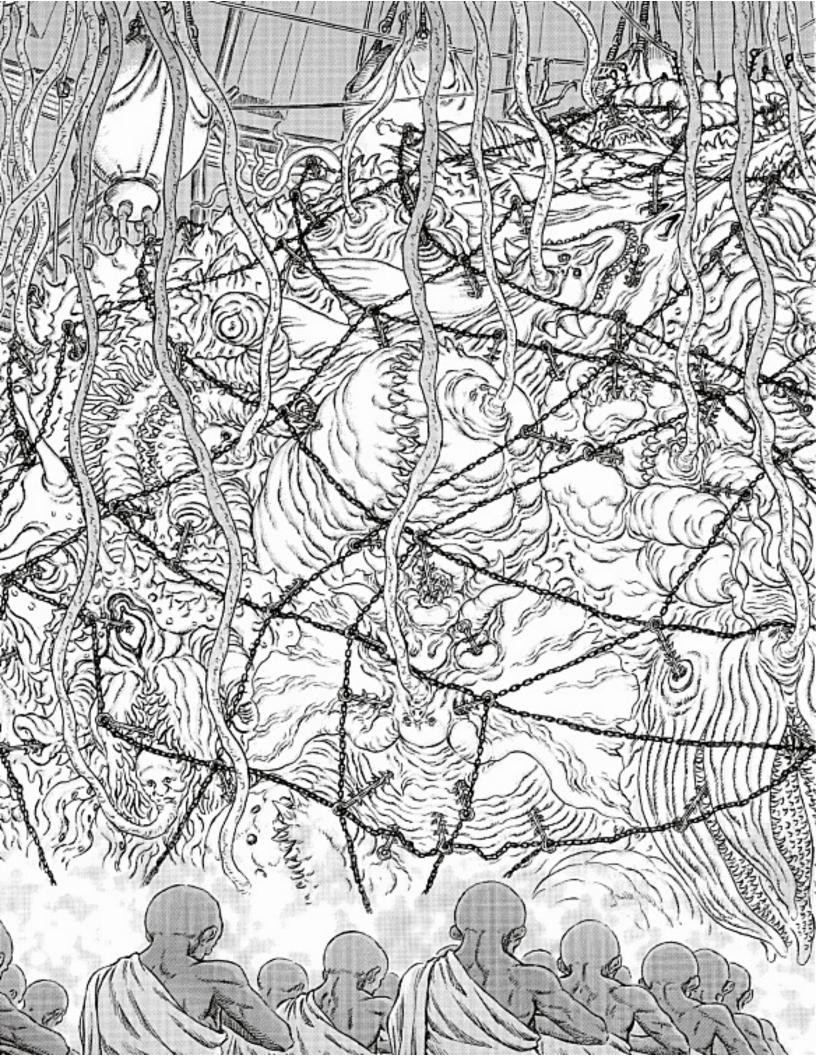










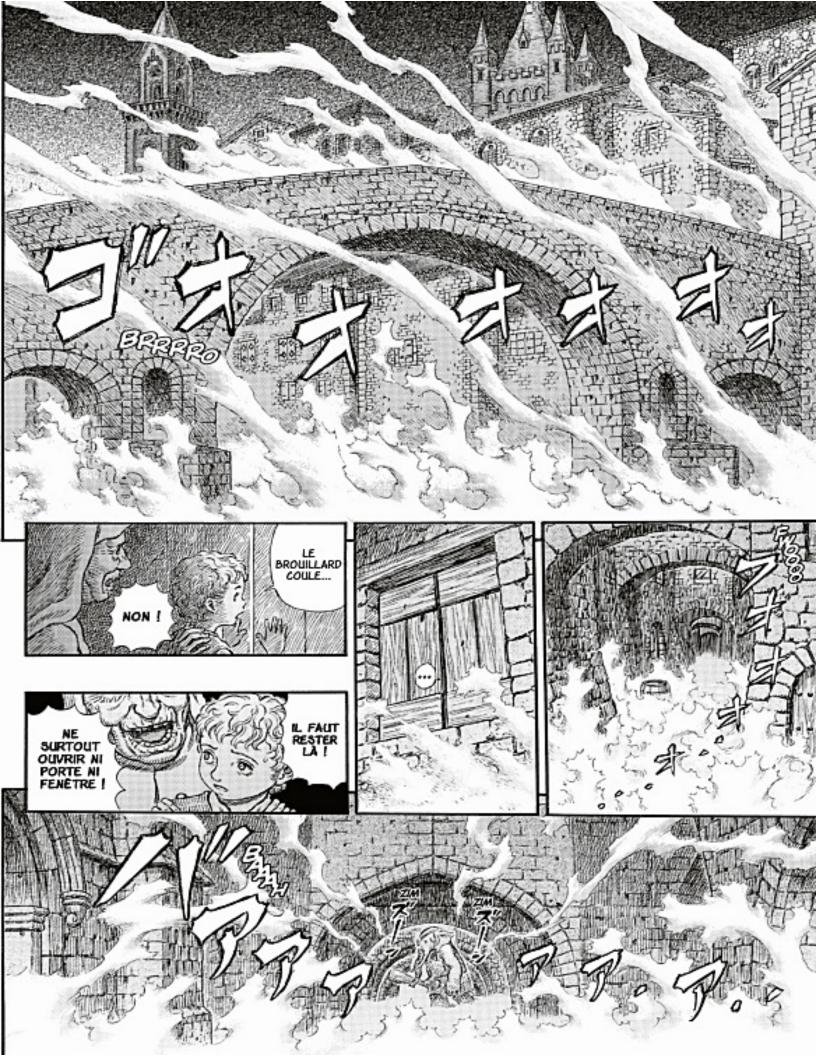


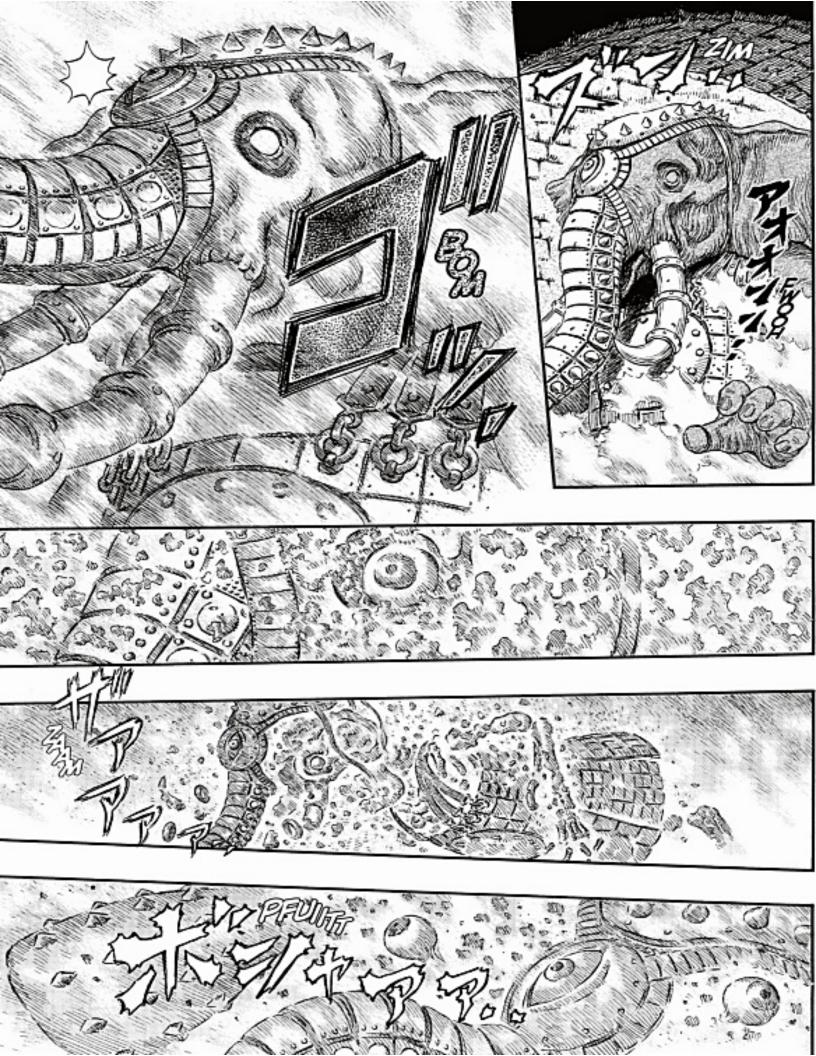




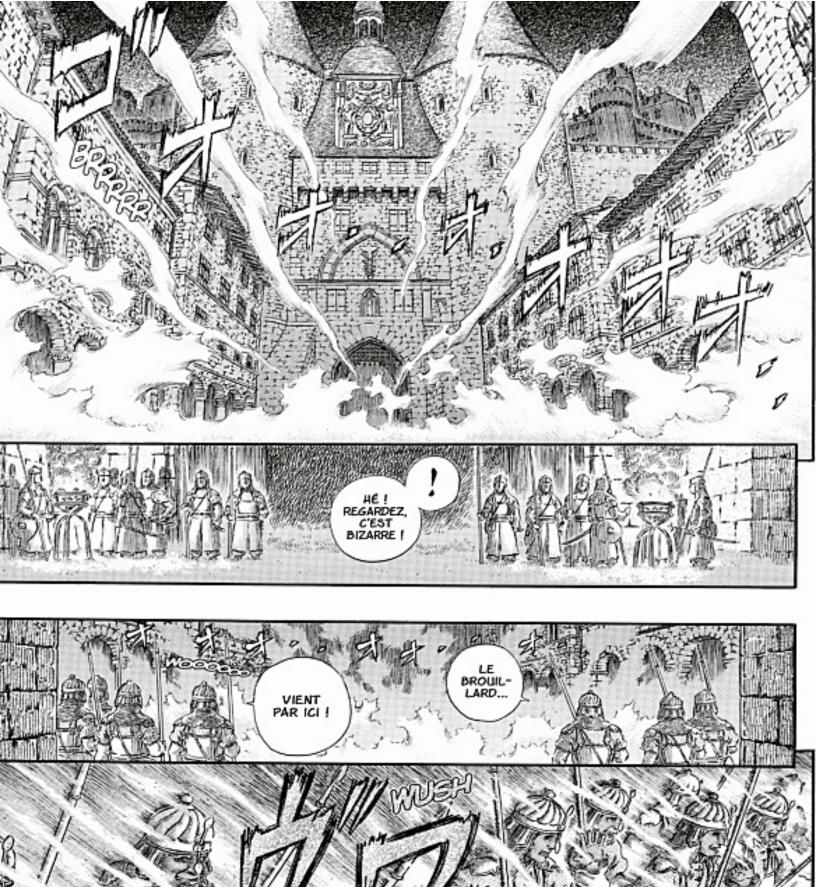






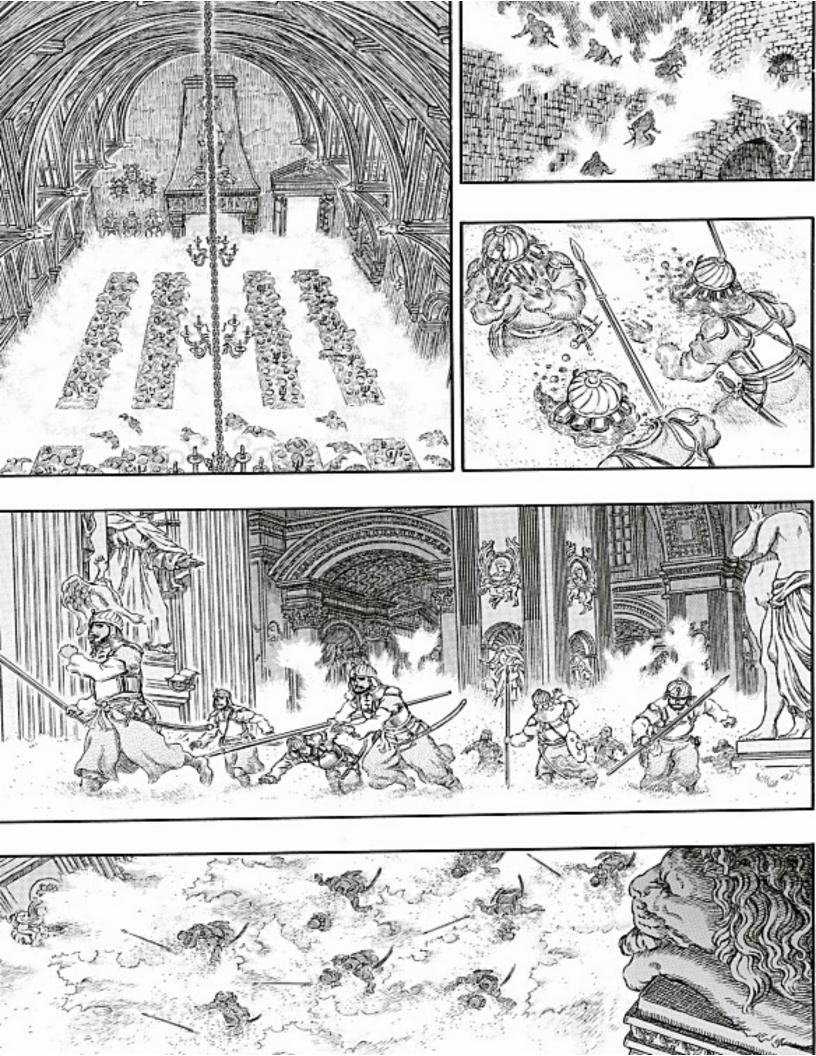




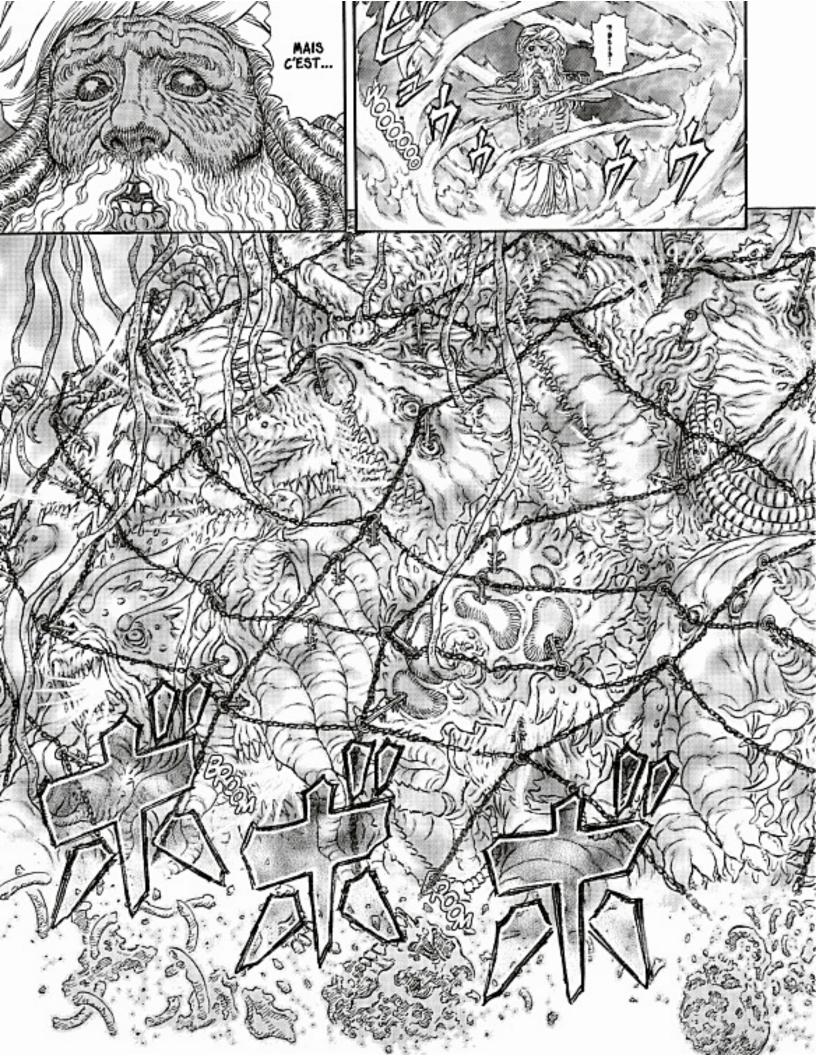












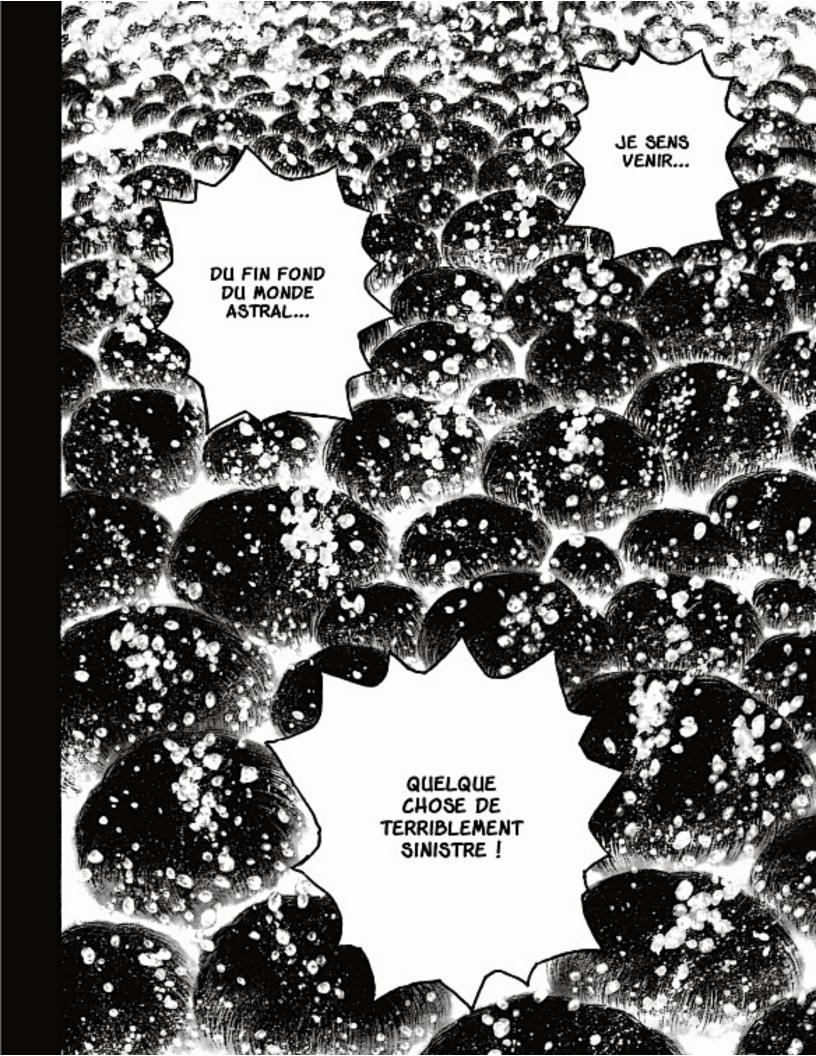






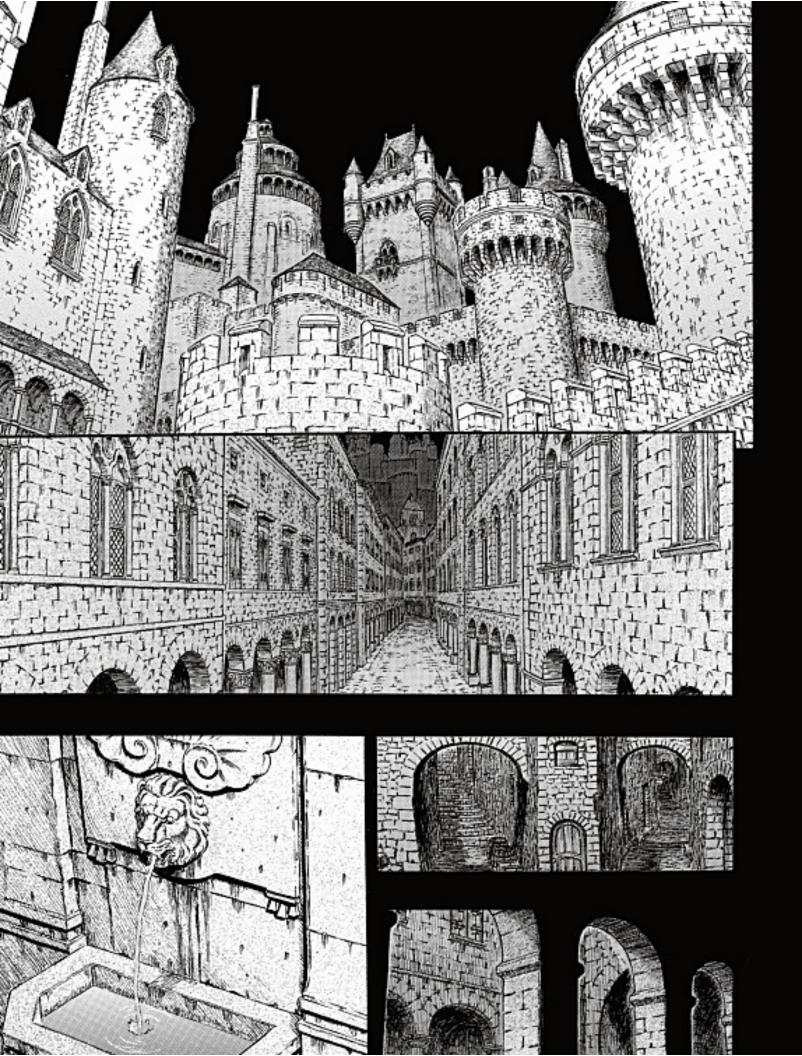


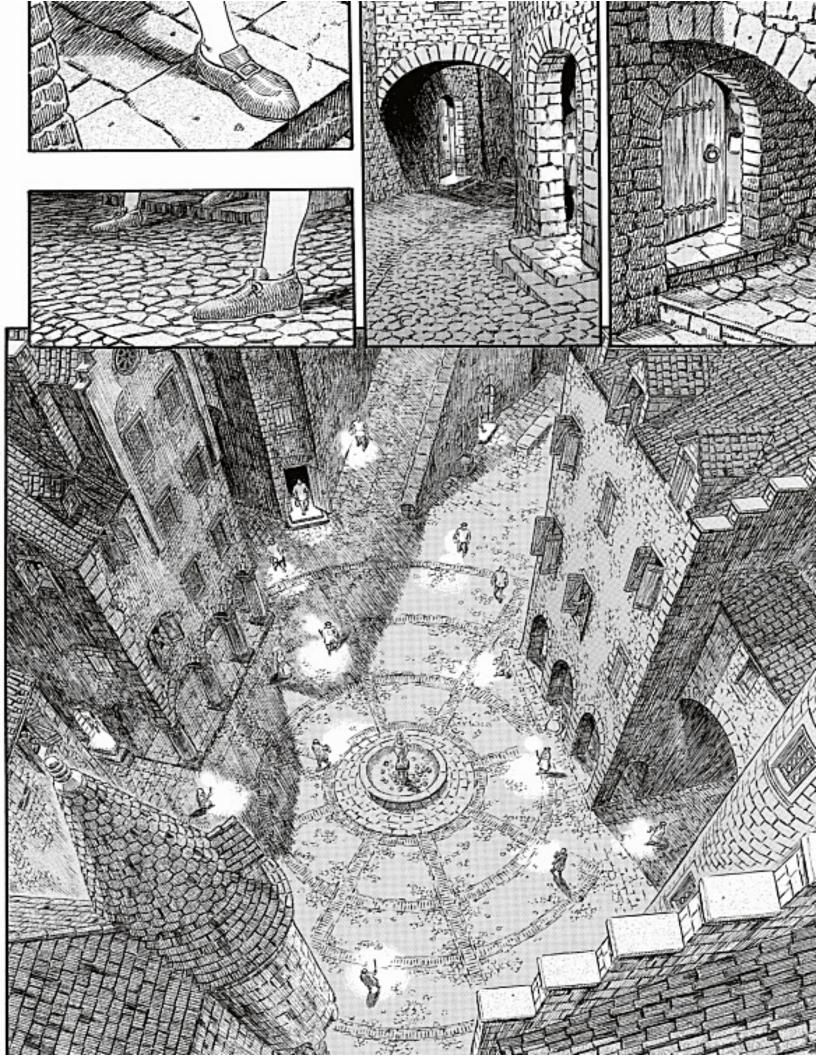
SI UN VÉRITABLE TRANSCENDÉ SE JETTE DANS CE VAISSEAU DE RÉINCARNATION...



B E R S E R K





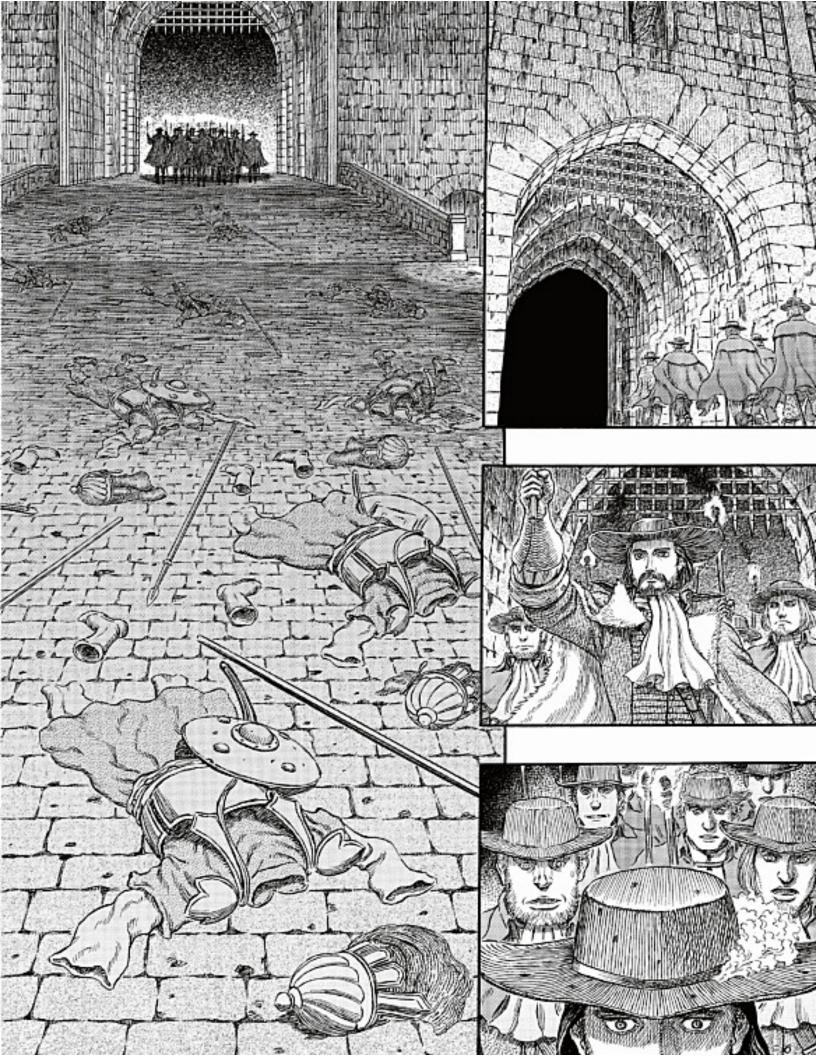


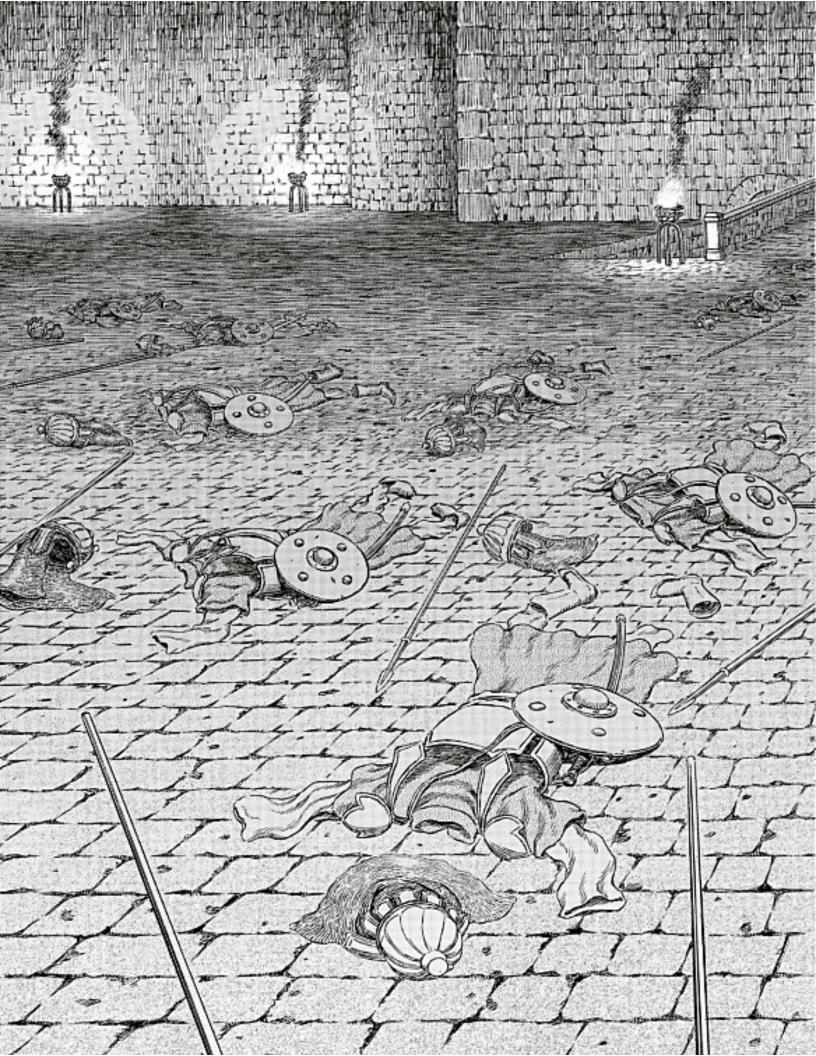




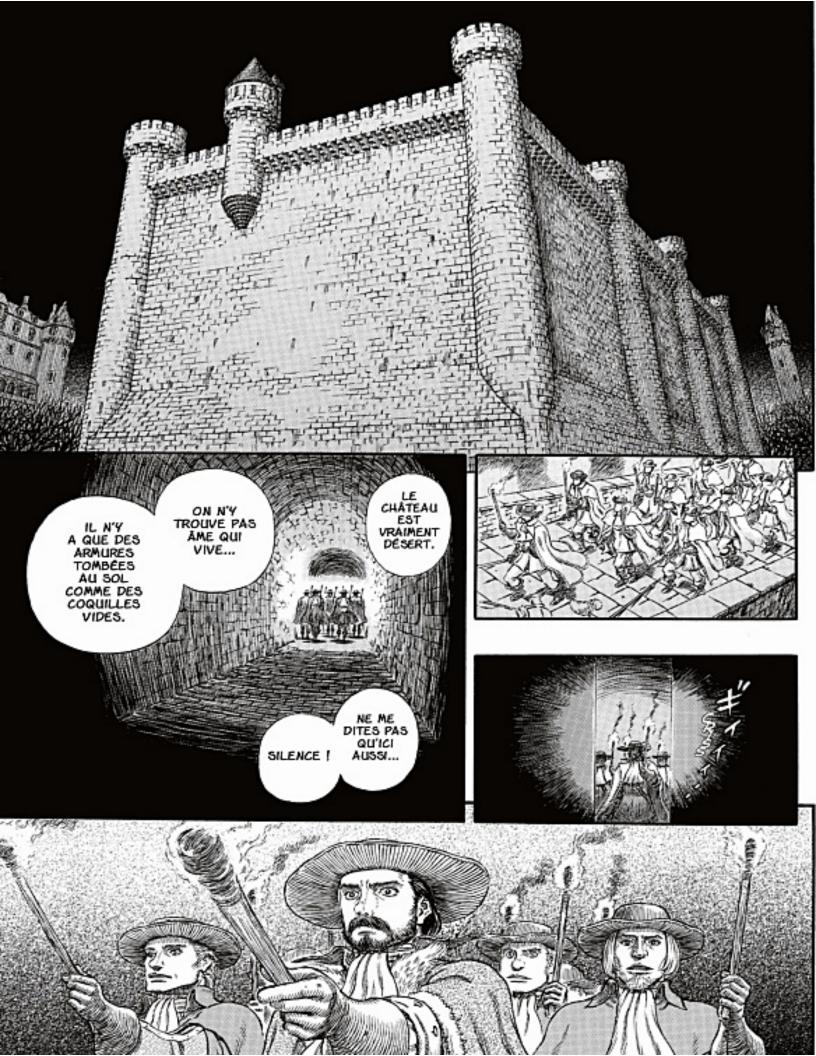


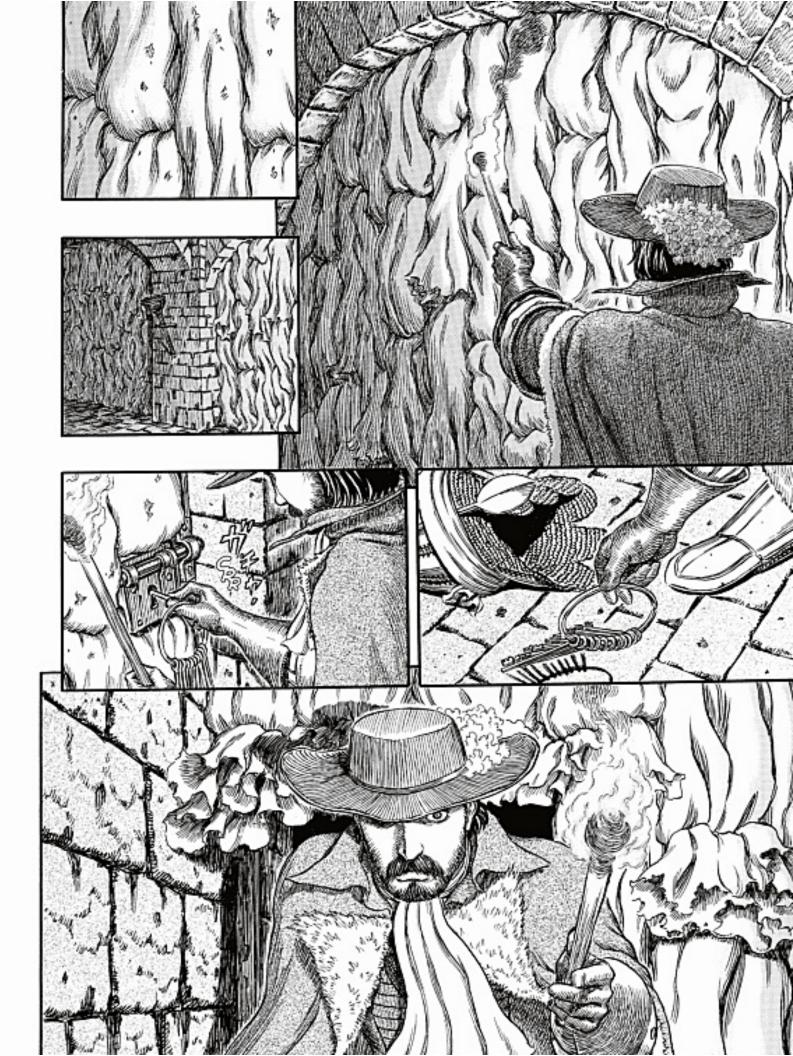












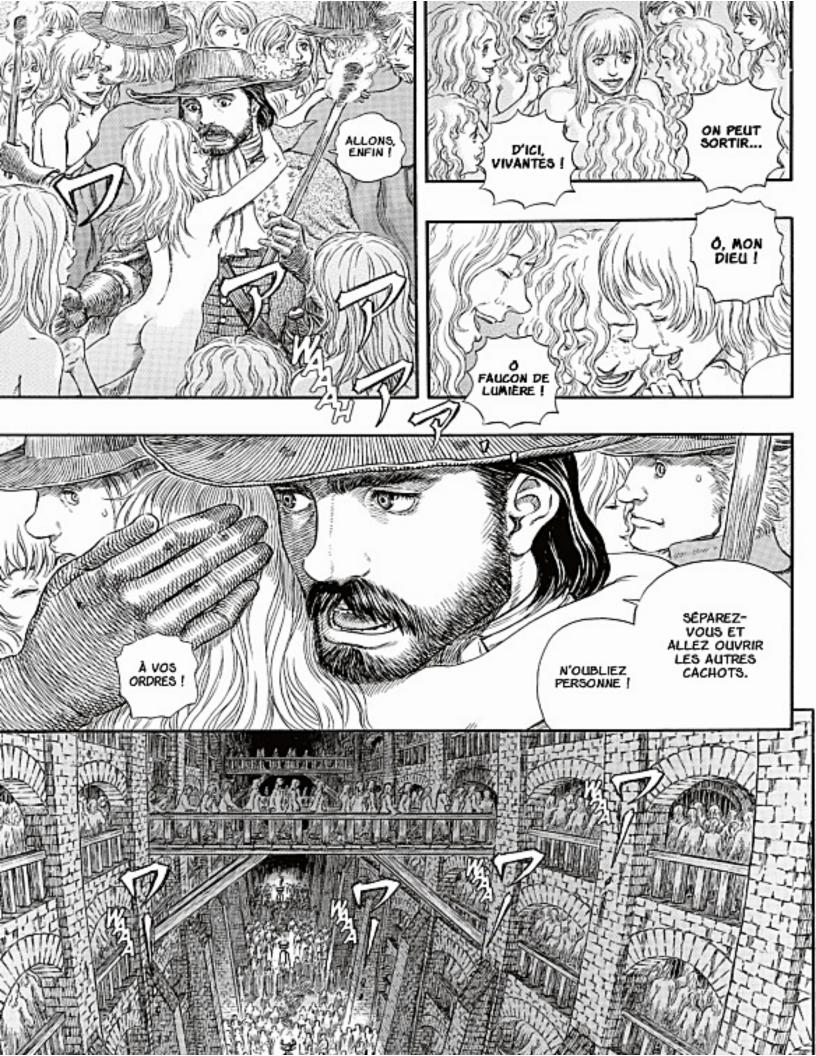


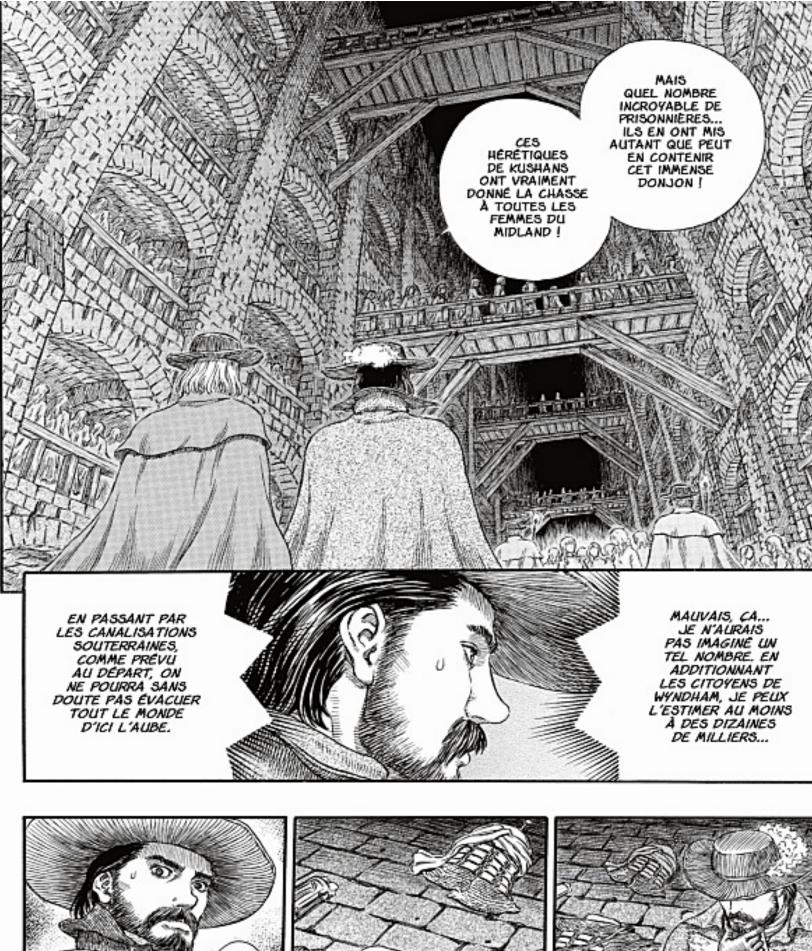




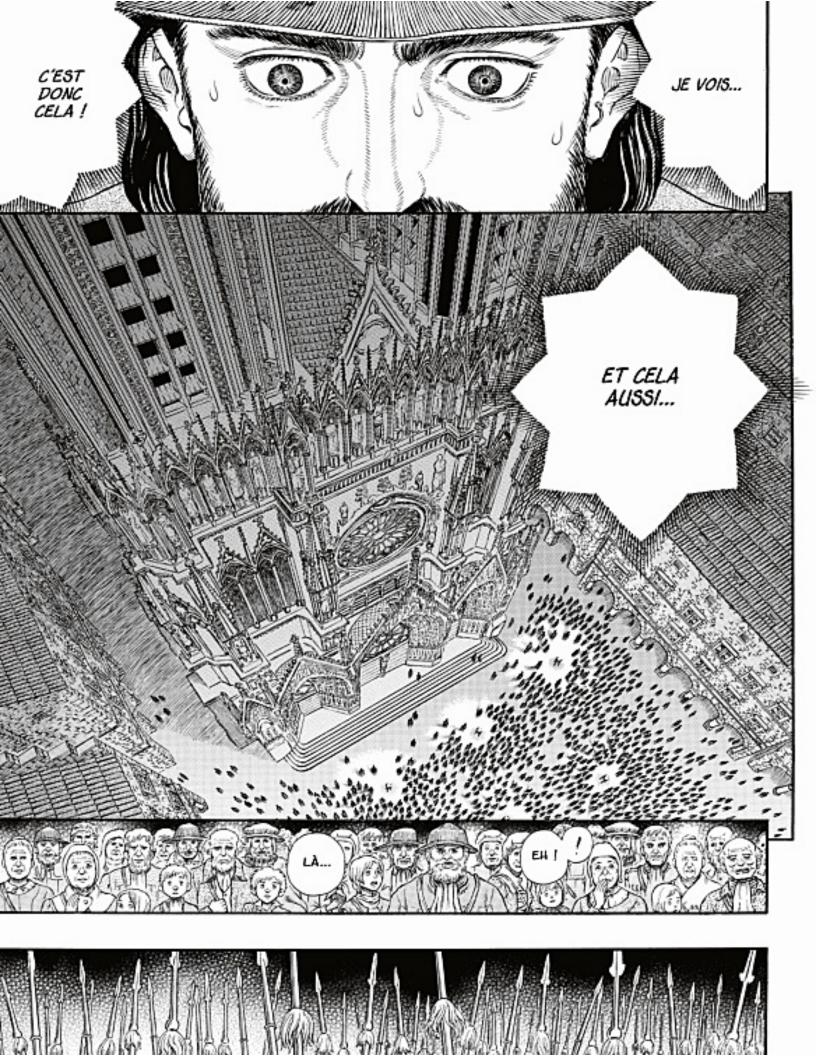
















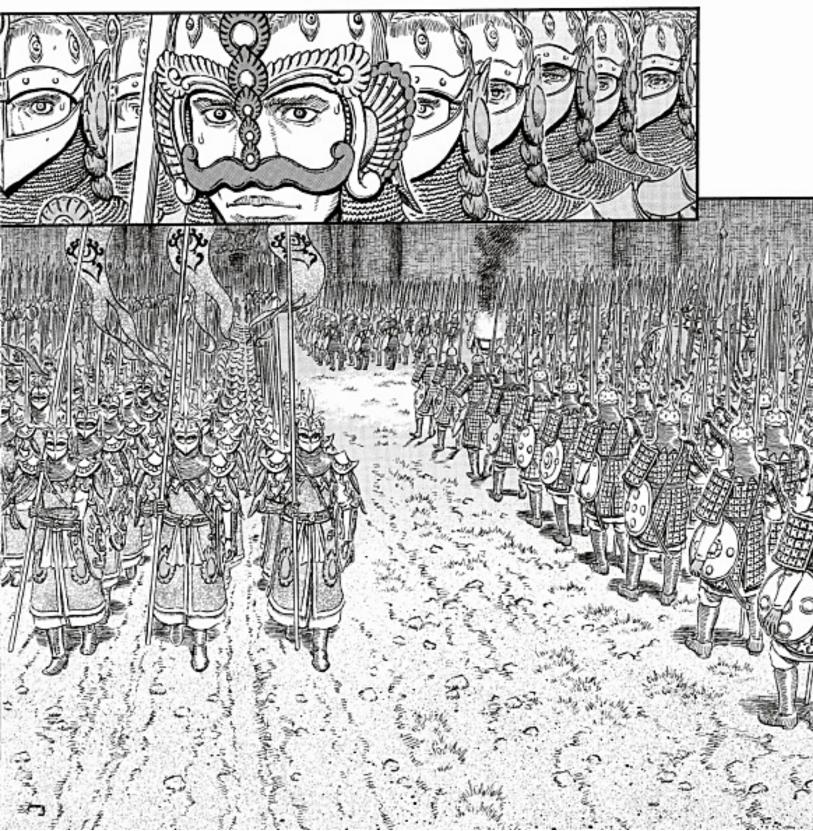


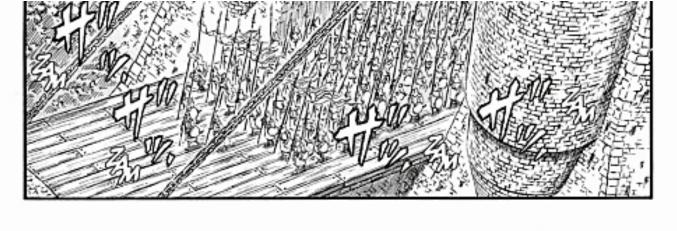


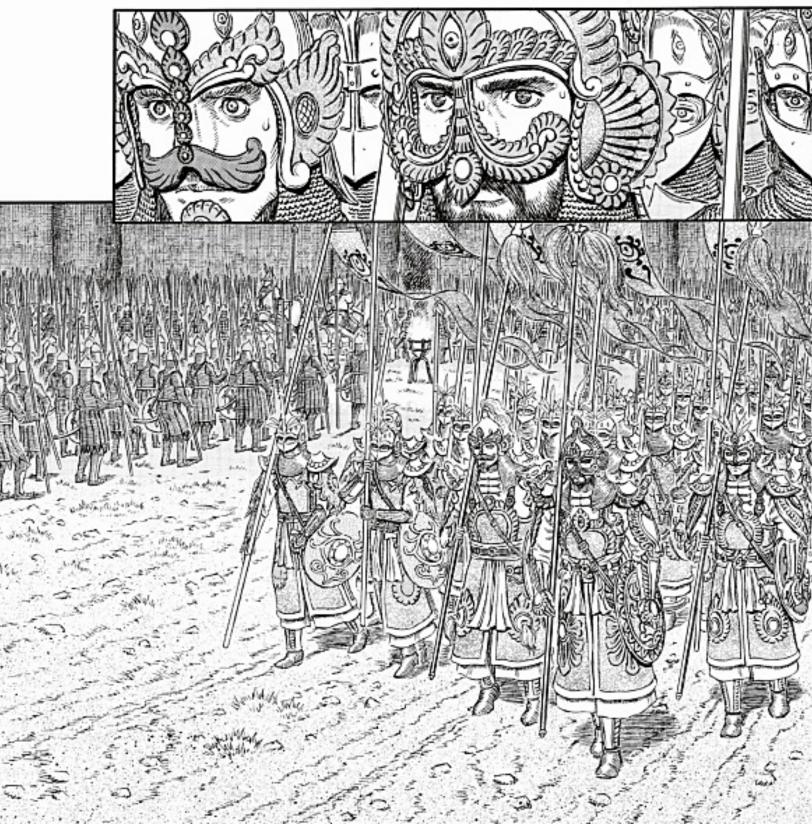




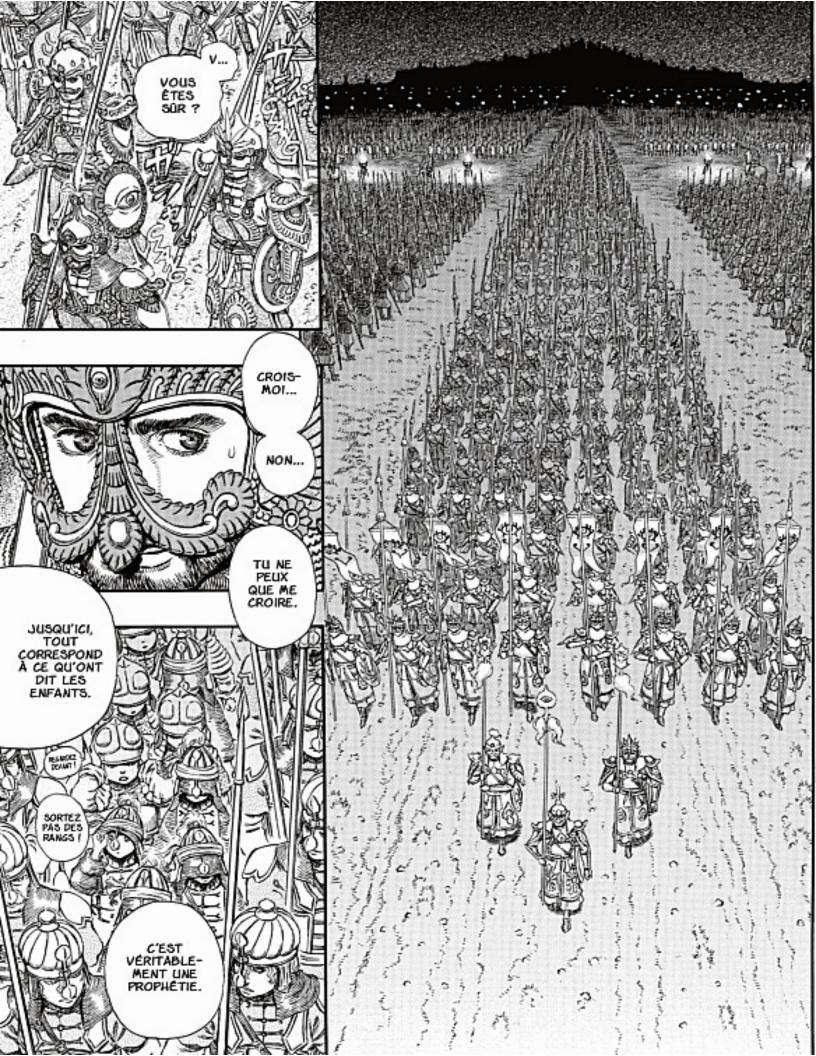


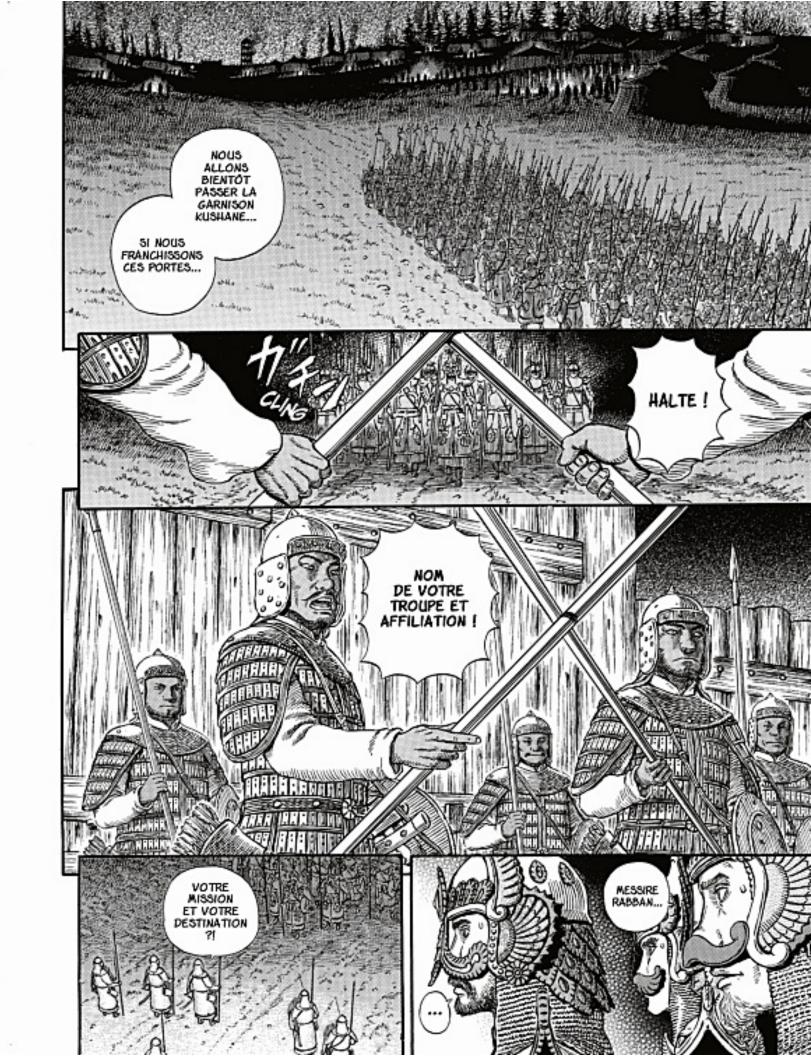


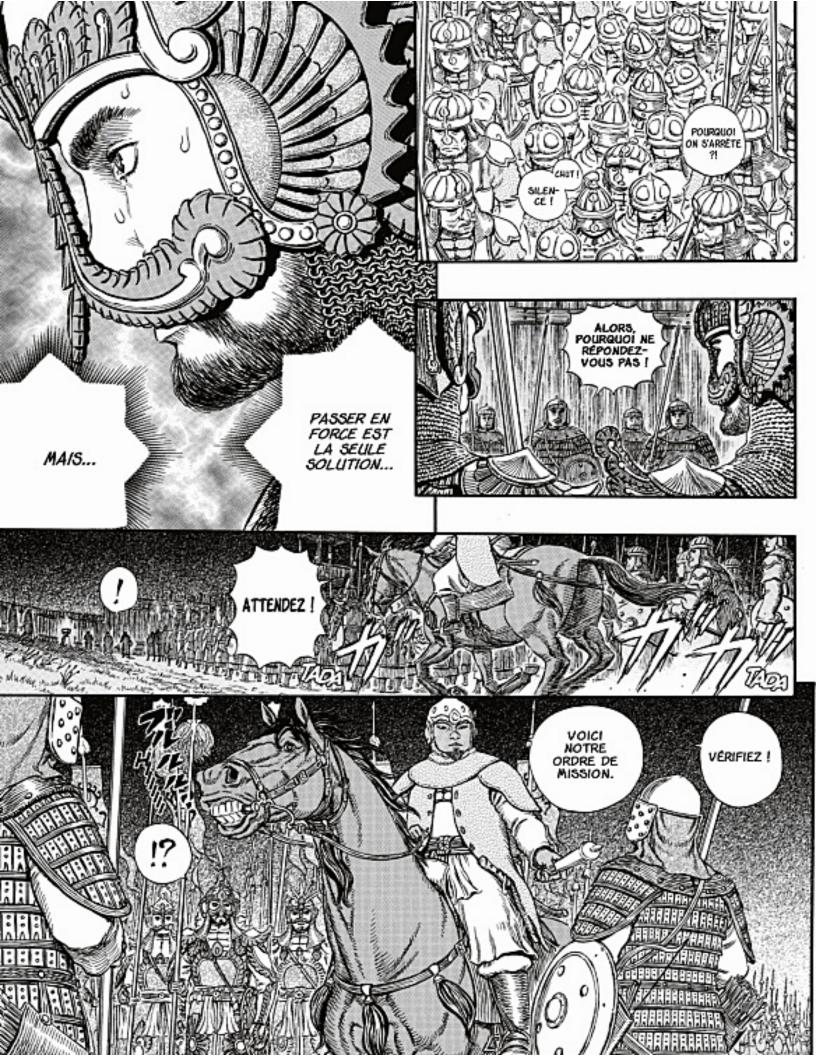


















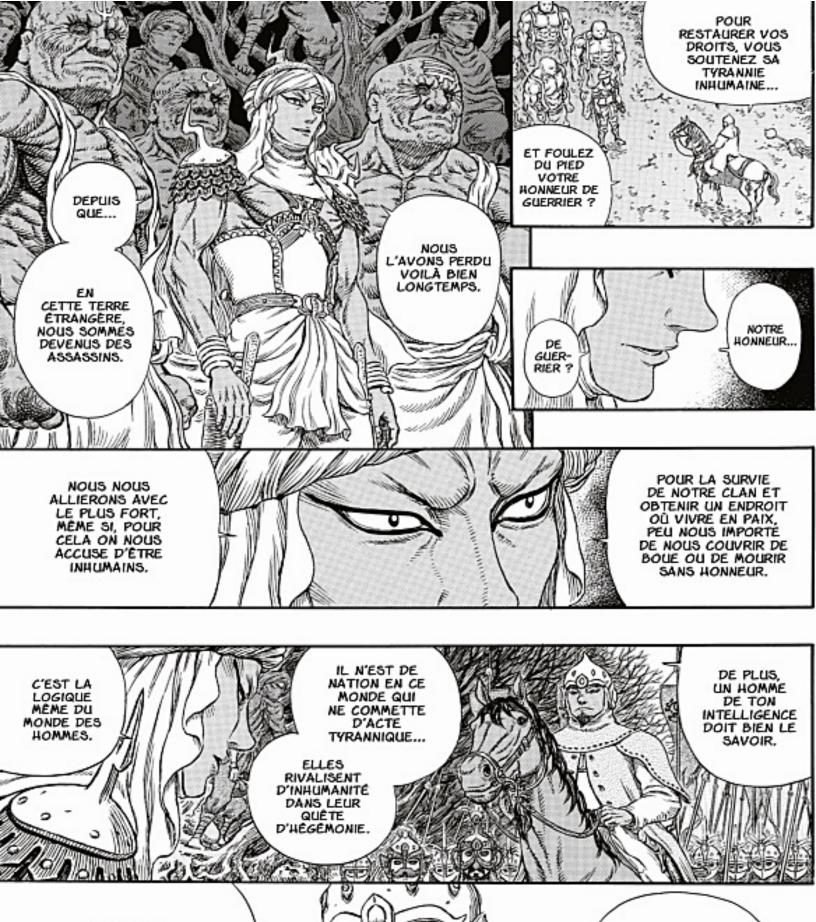










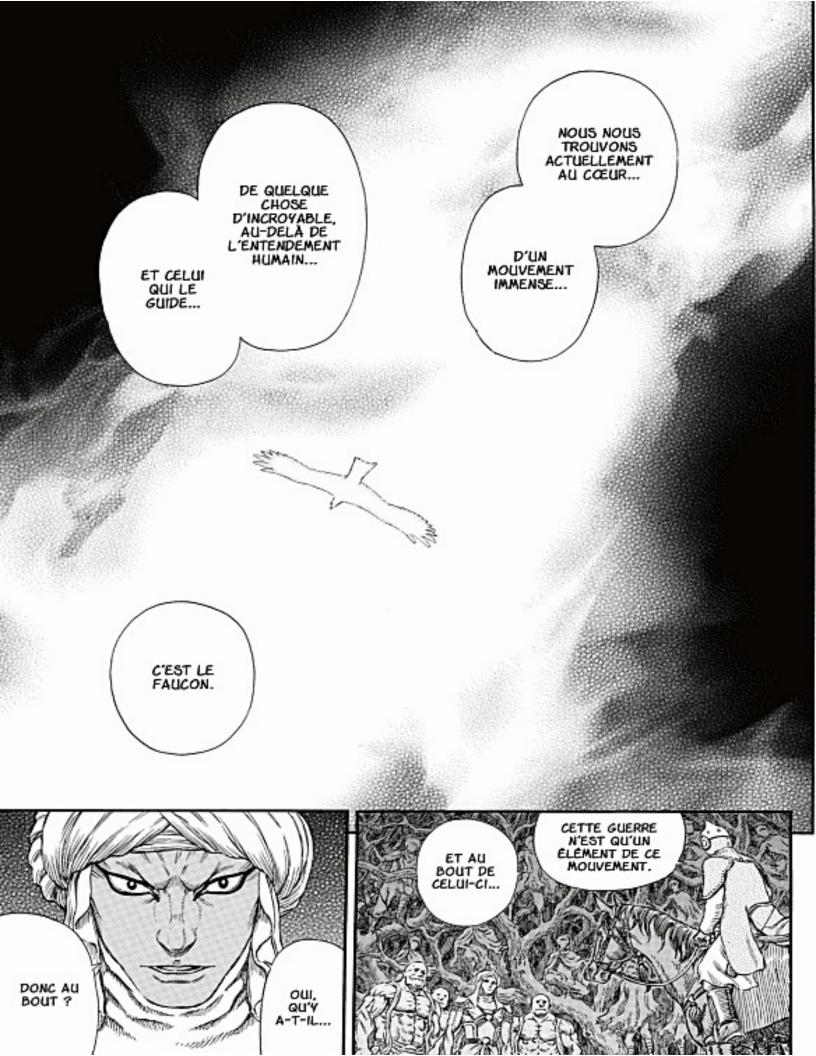


QUE C'EST PRÉCISÉMENT SOUS LES AILES DU FAUCON QUE SE TROUVE LE LIEU OÙ TON CLAN VIVRA EN PAIX ?

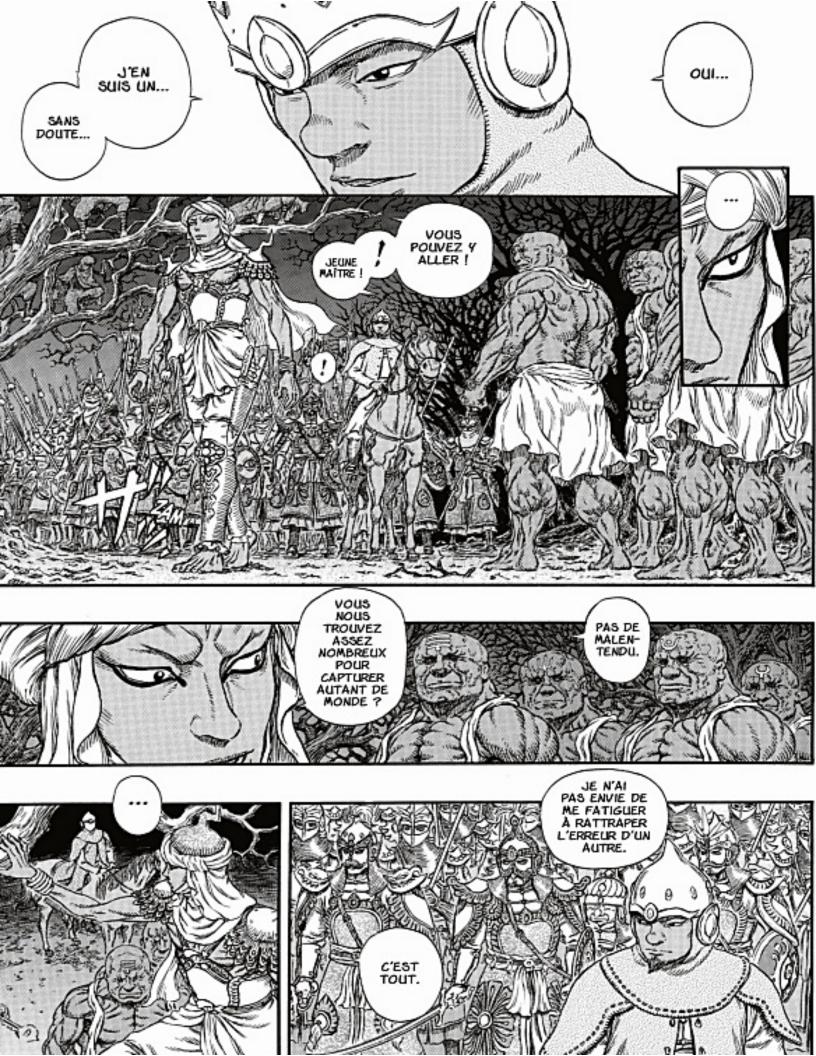


VRAIMENT, TU NE T'ES PAS APERÇU...







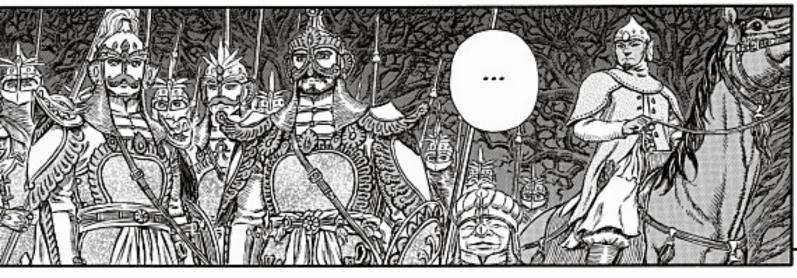


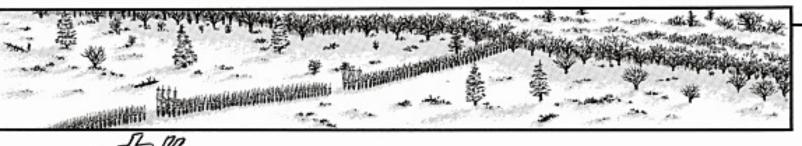




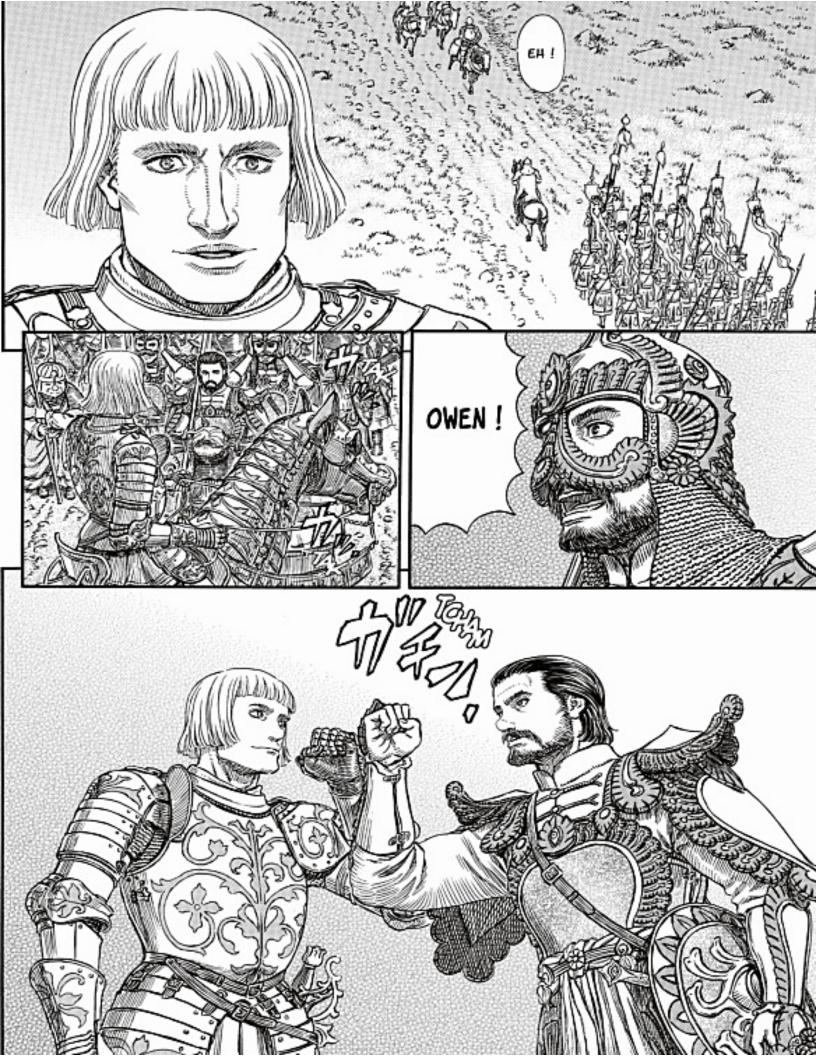






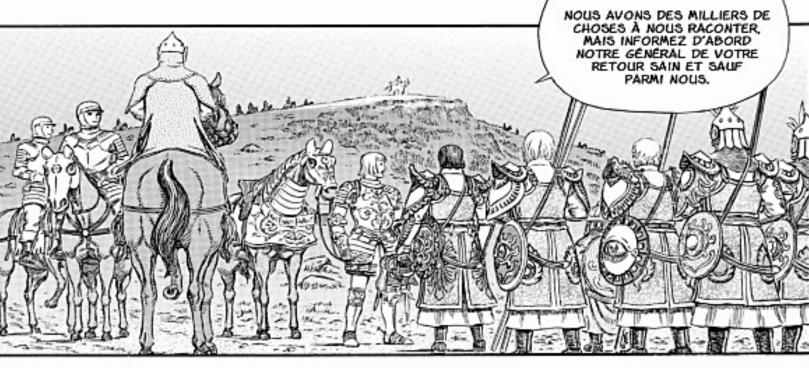










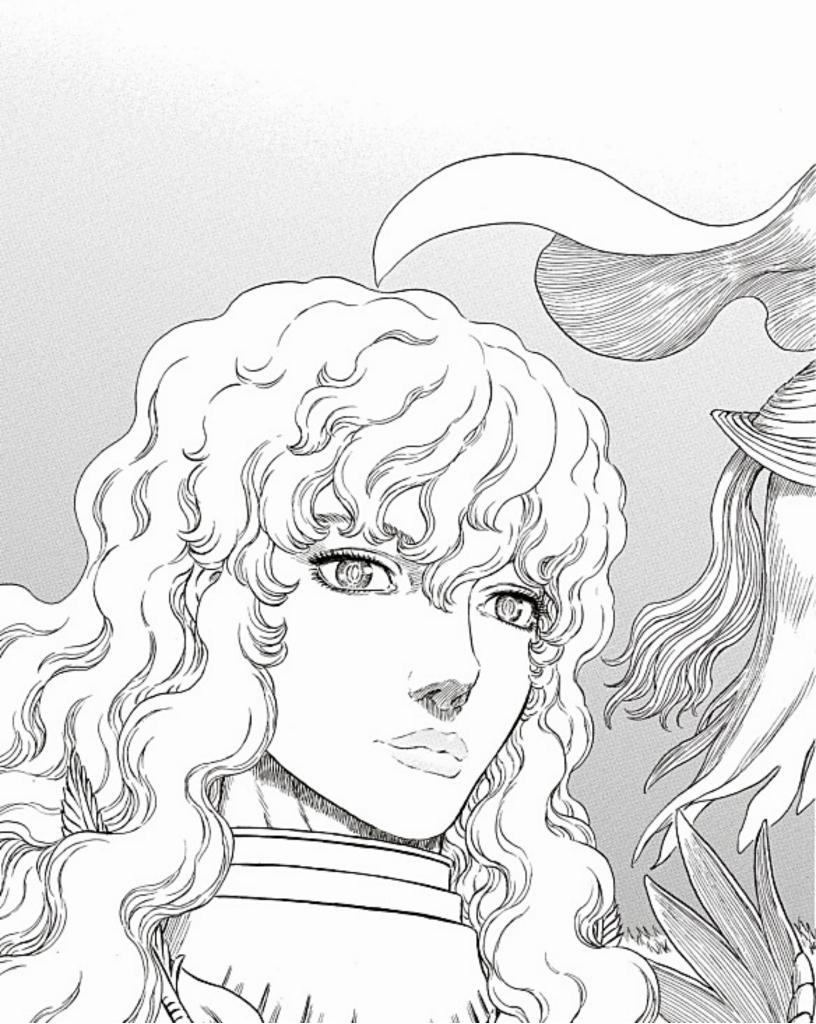




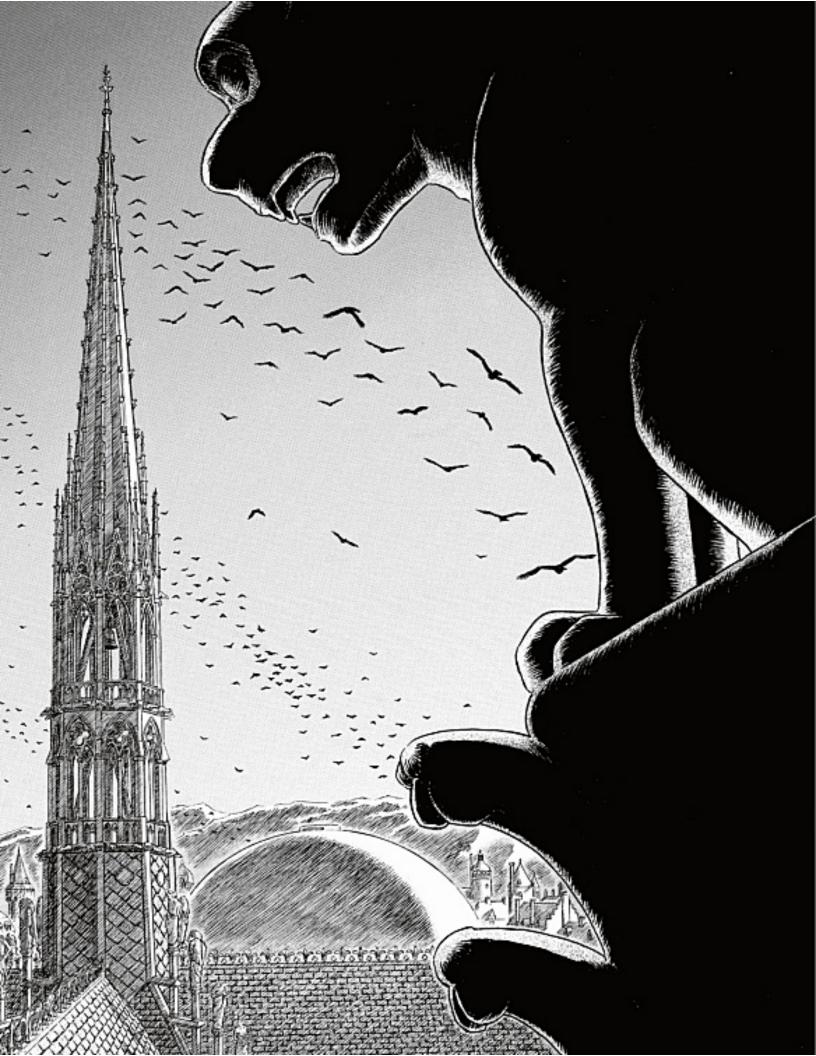


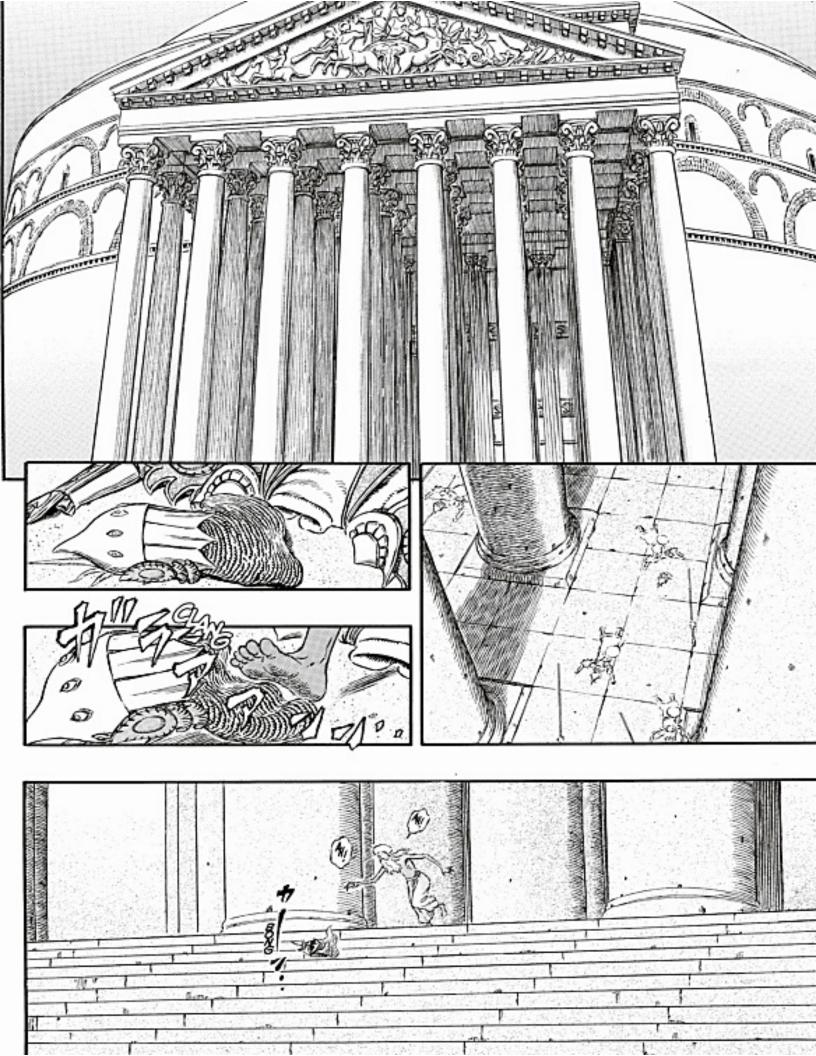
















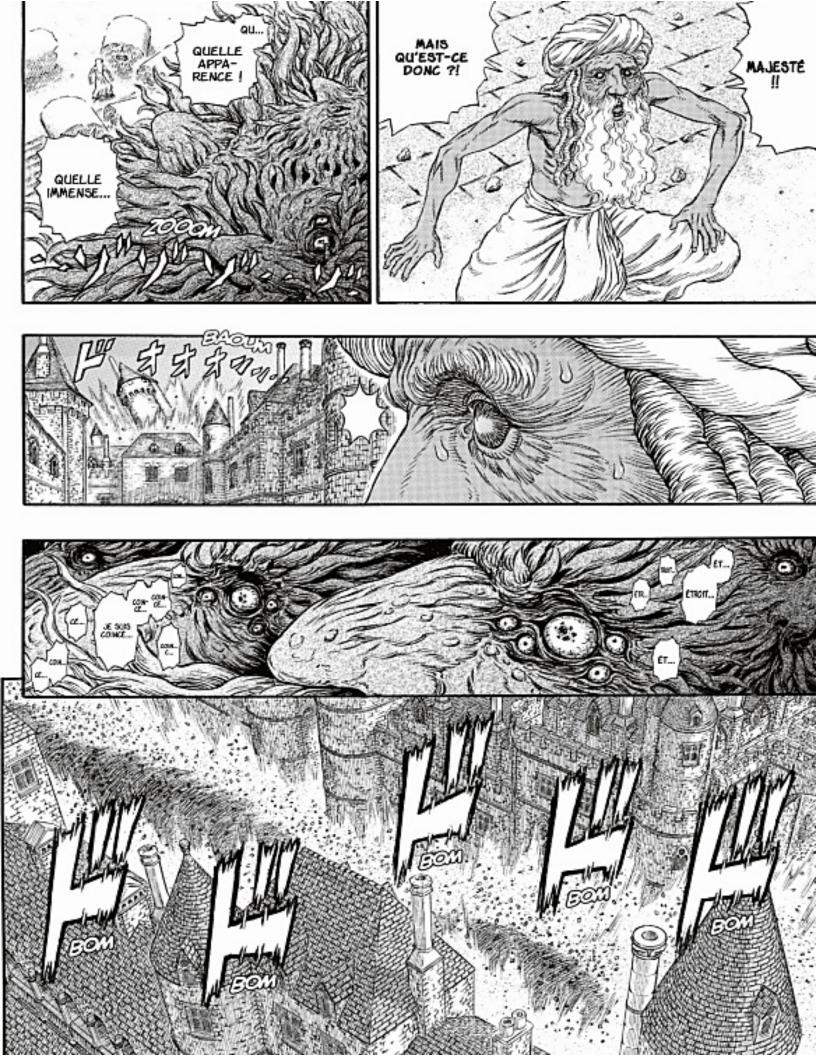


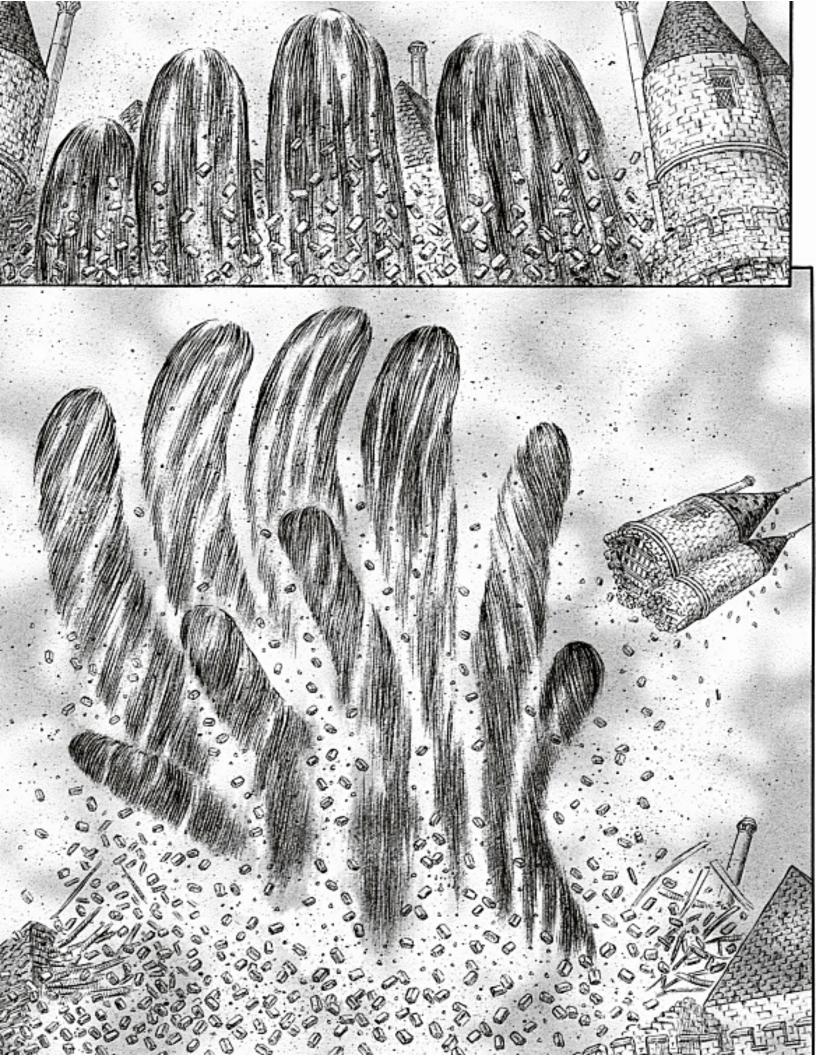


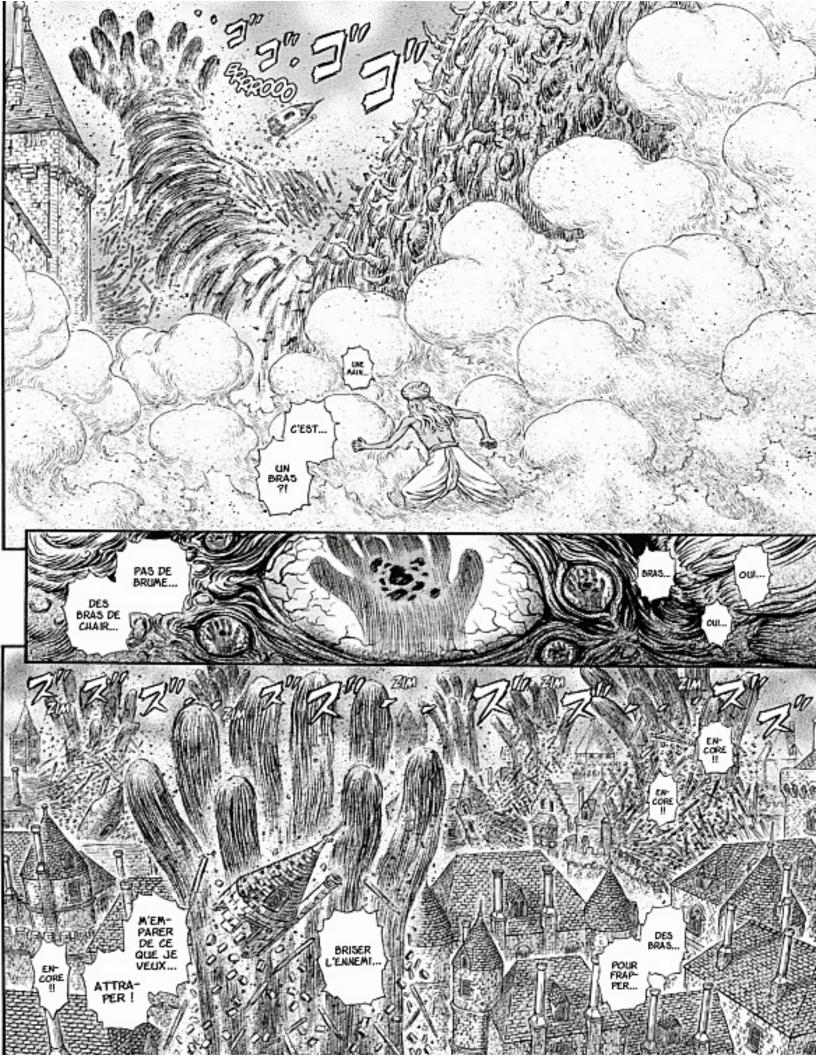






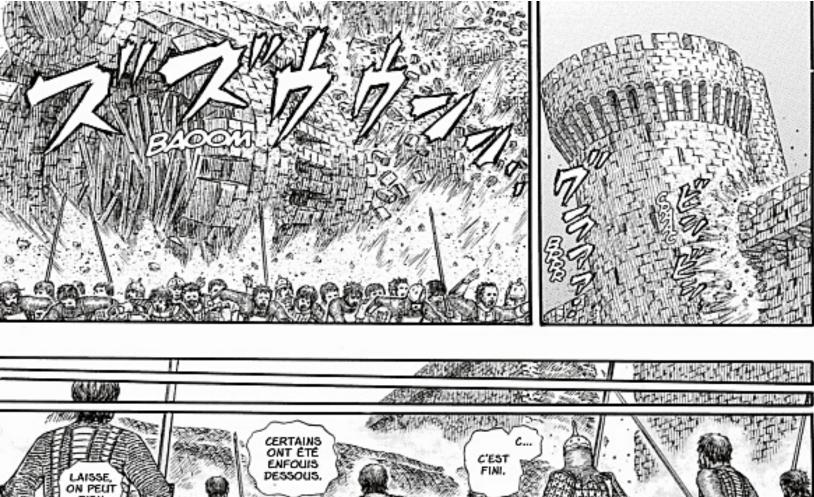












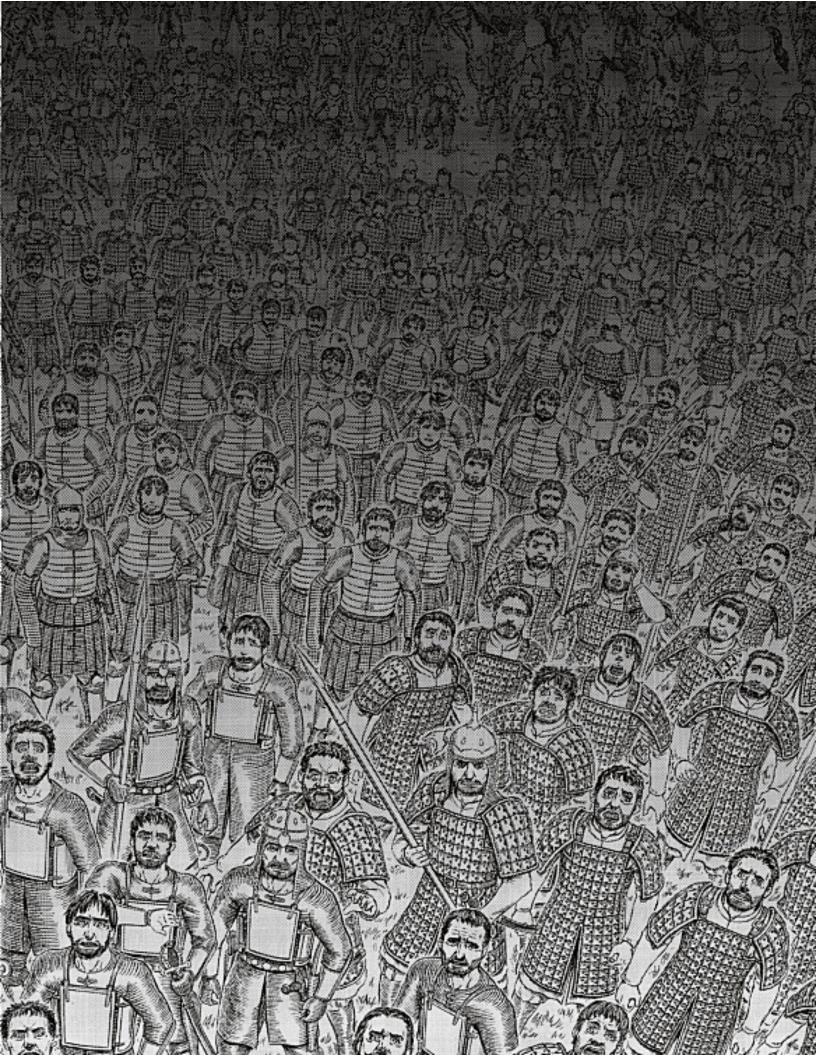


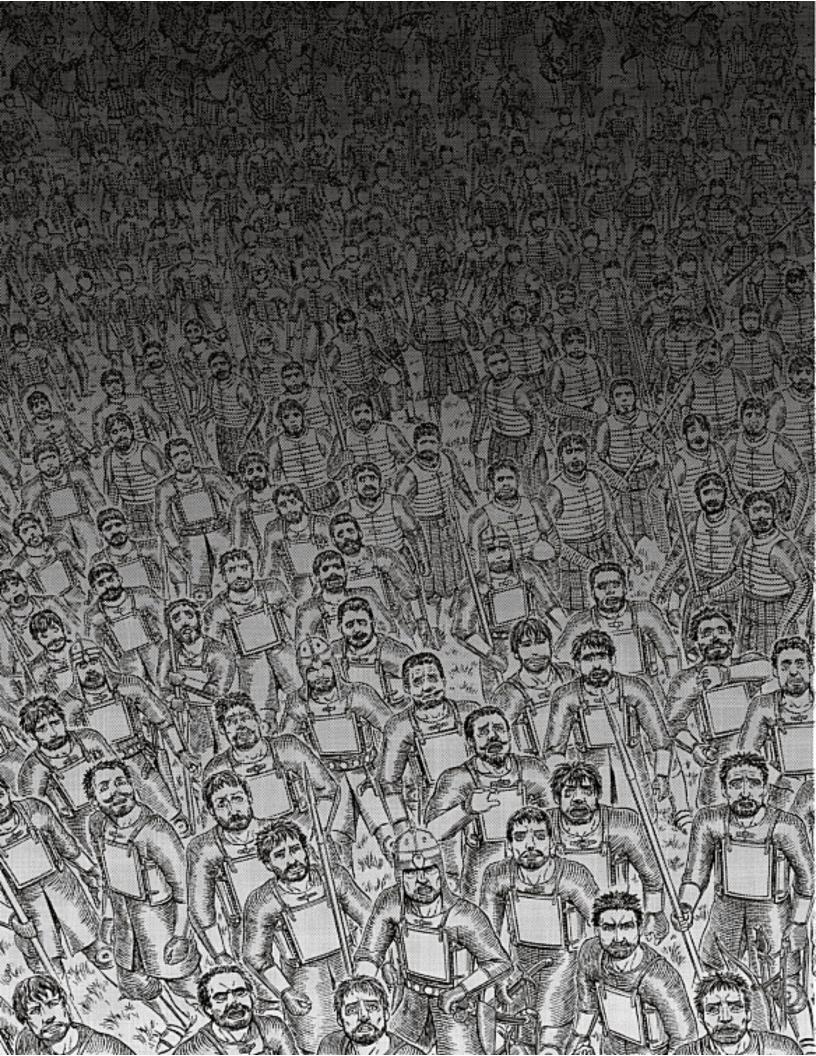


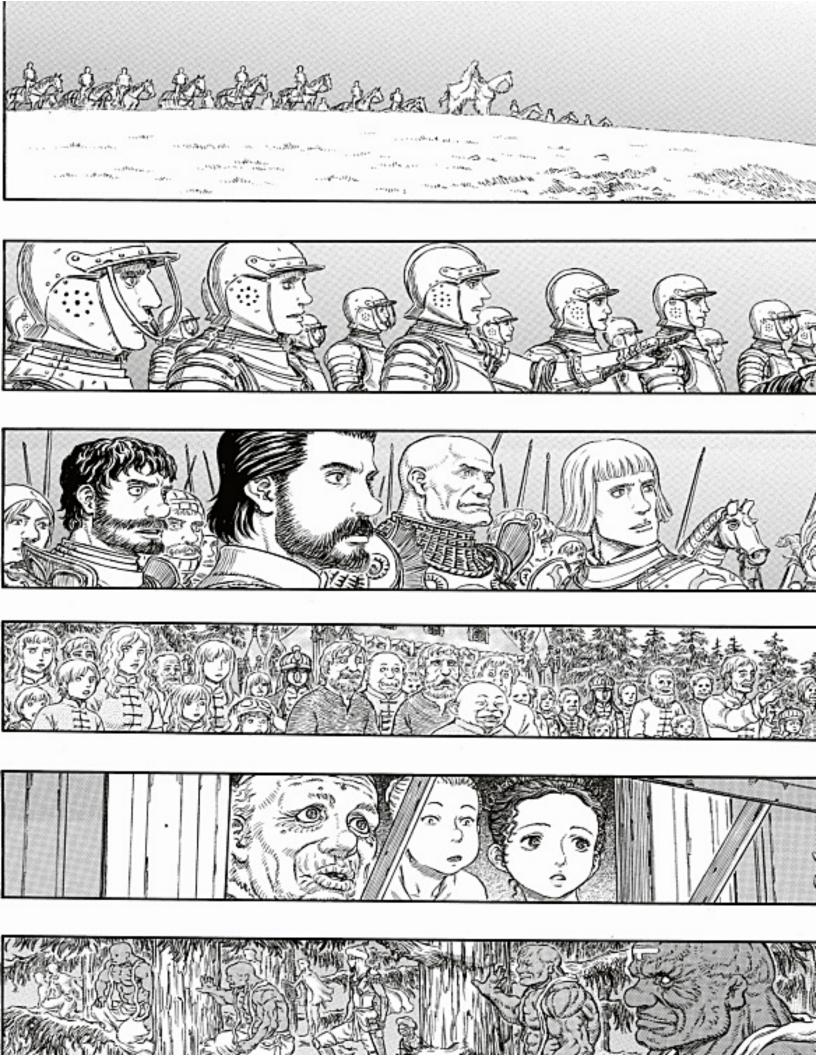


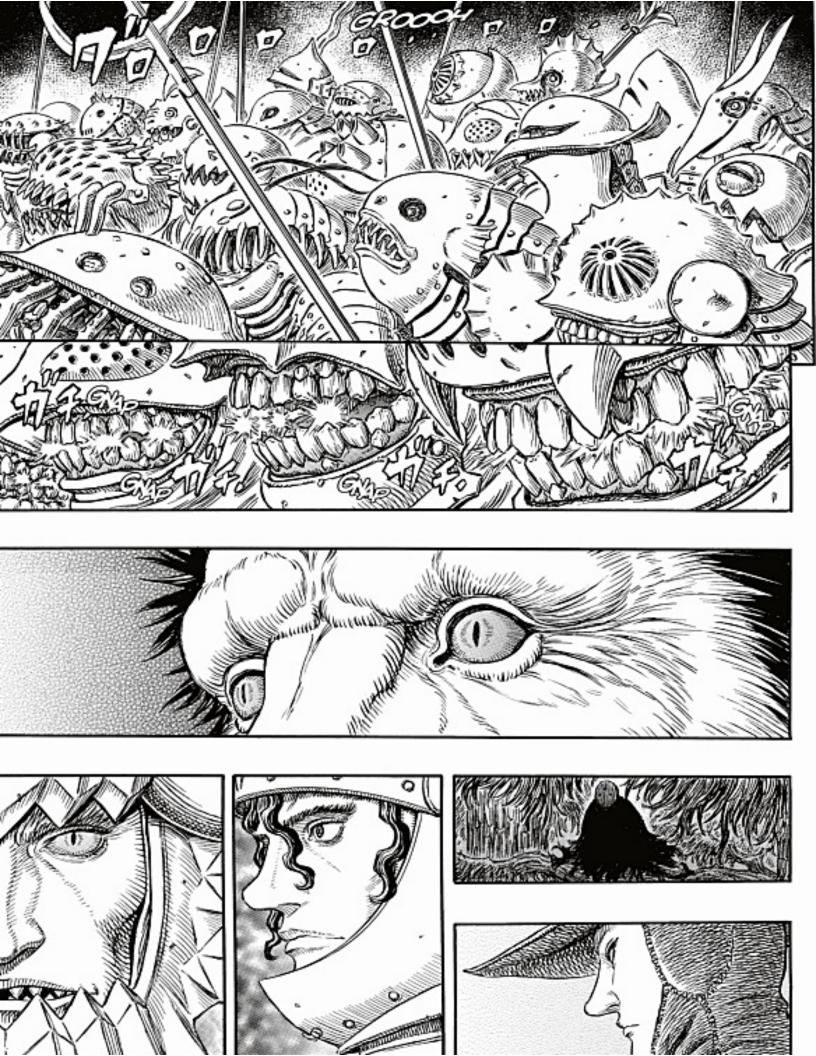




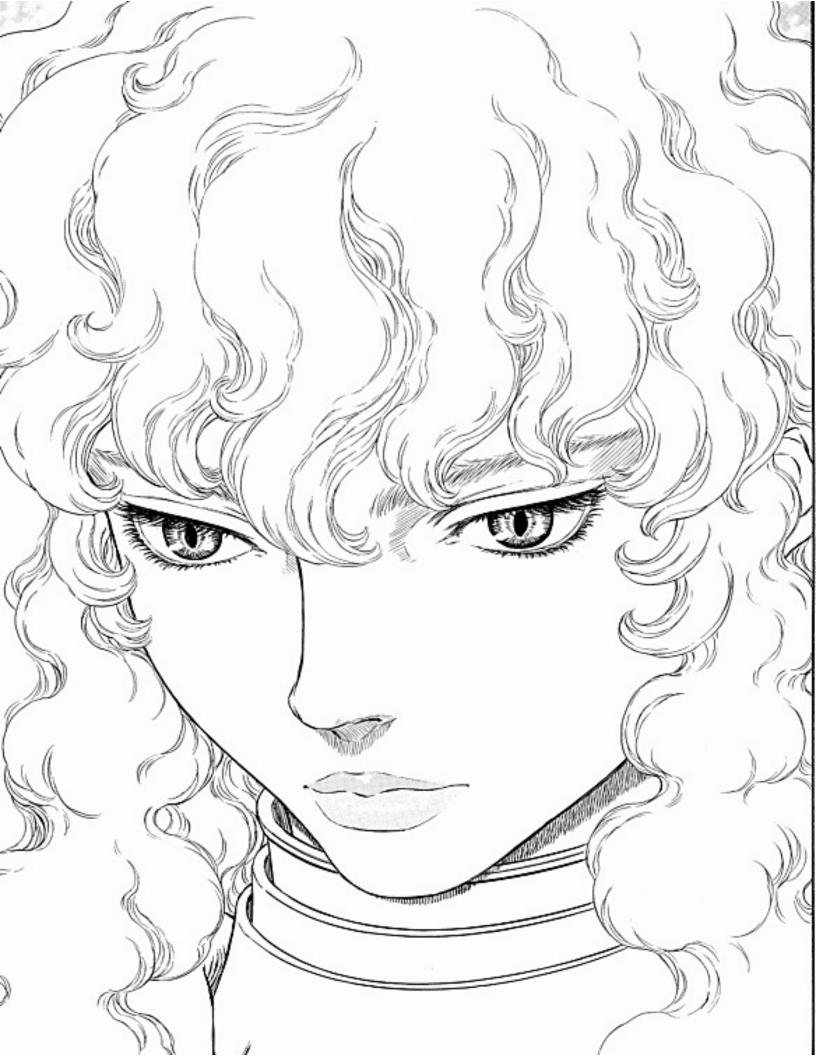


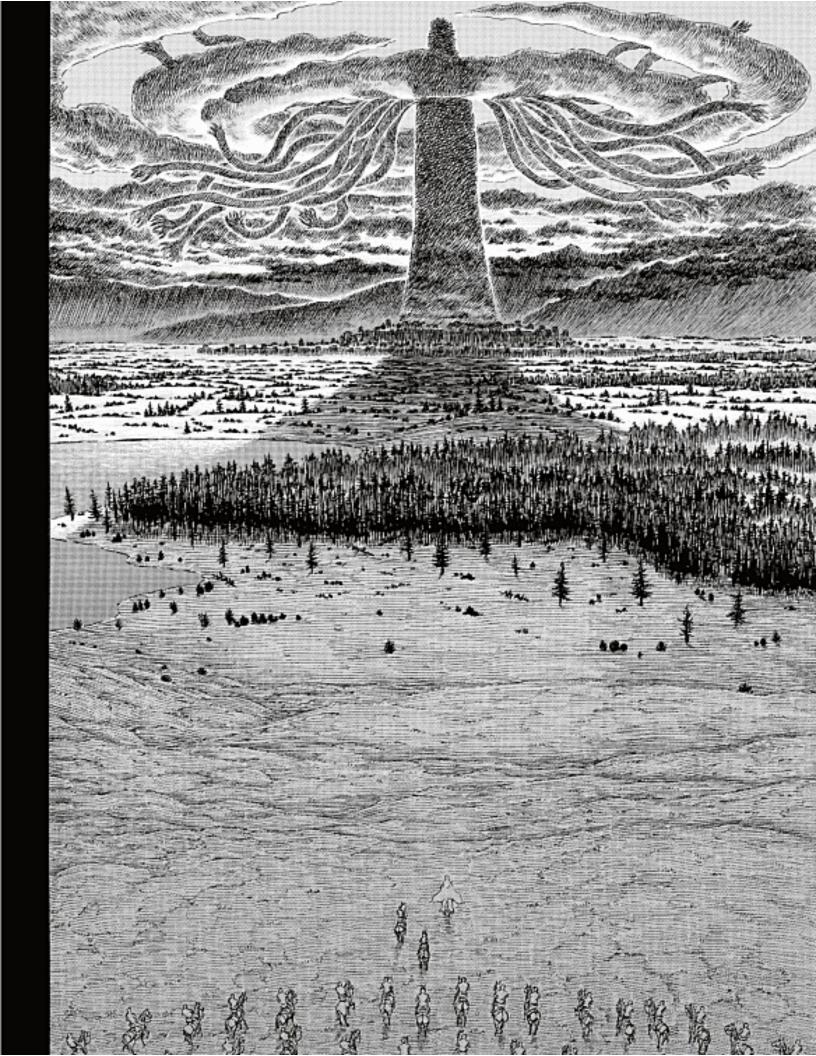






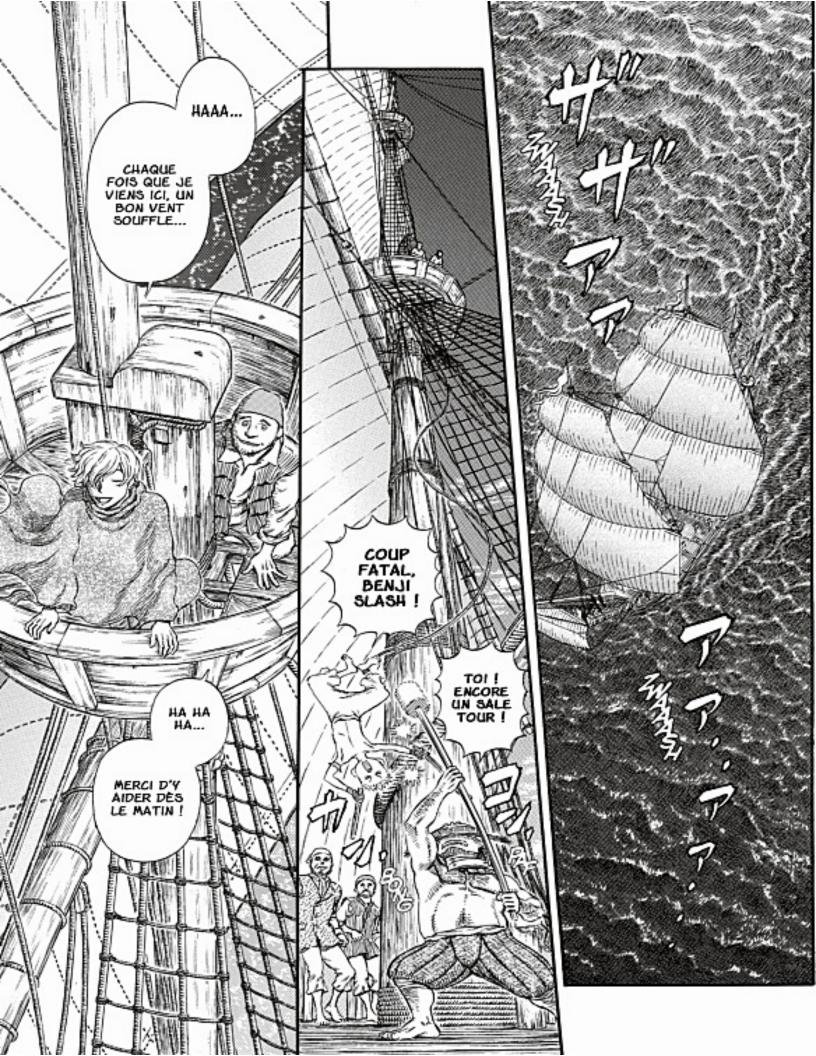












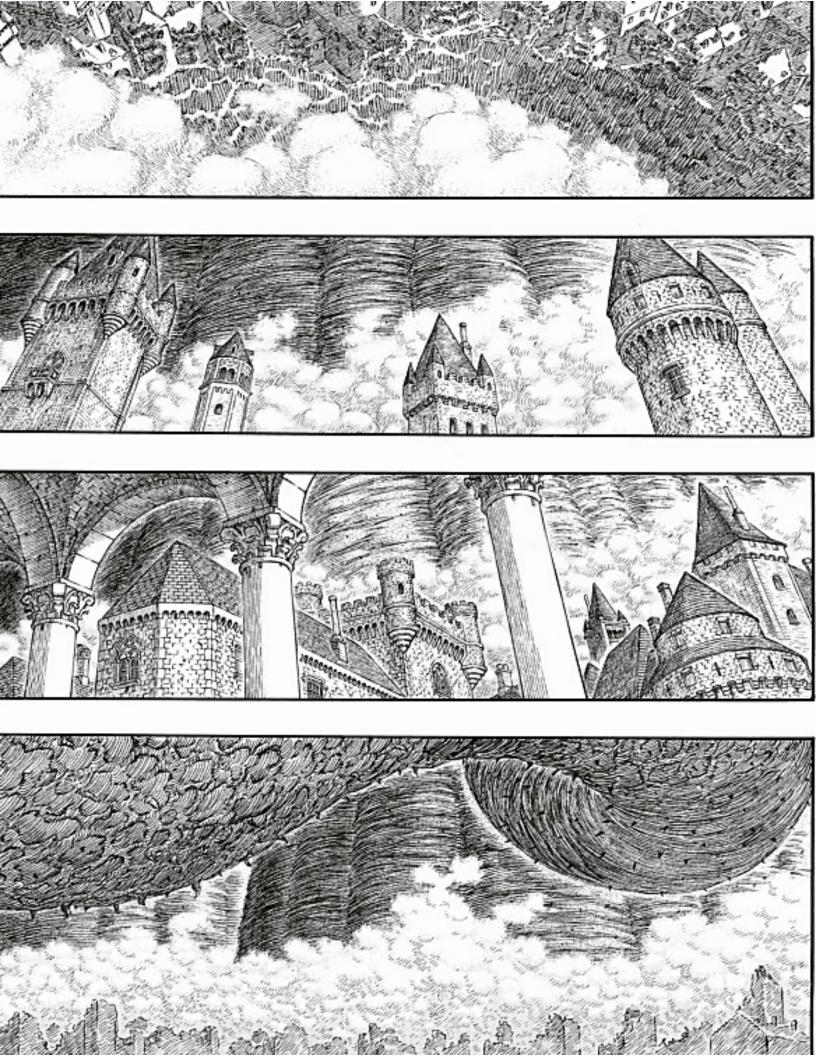


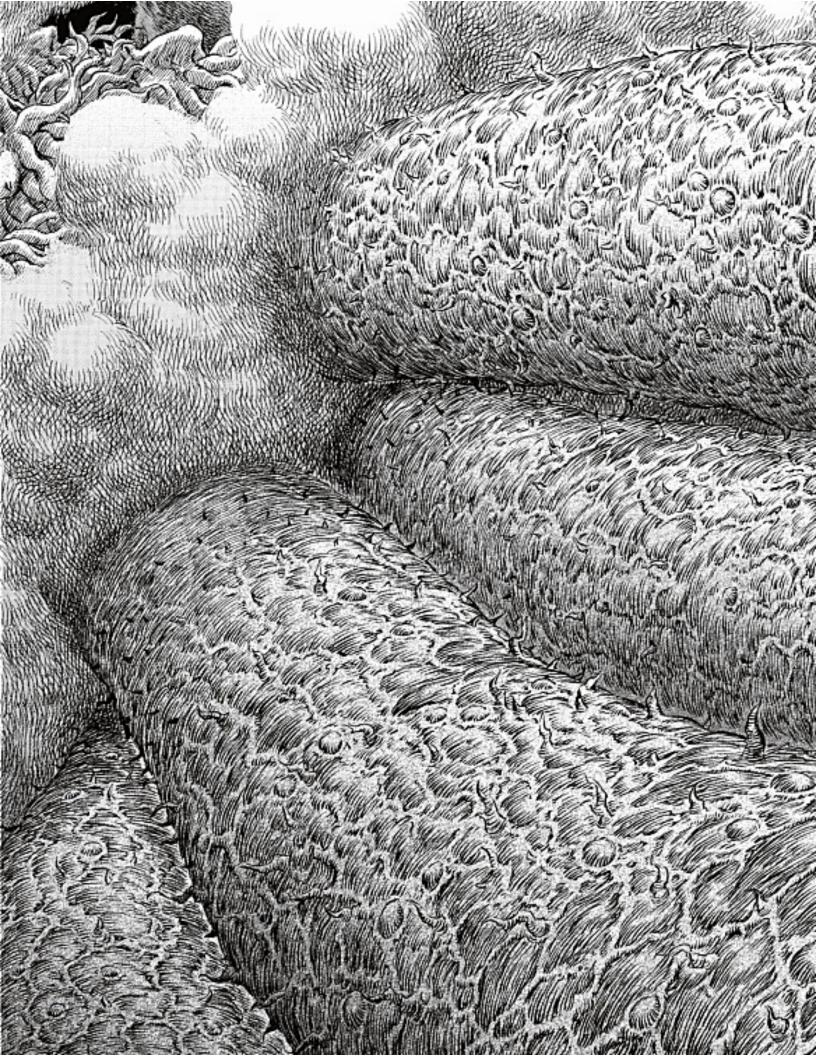


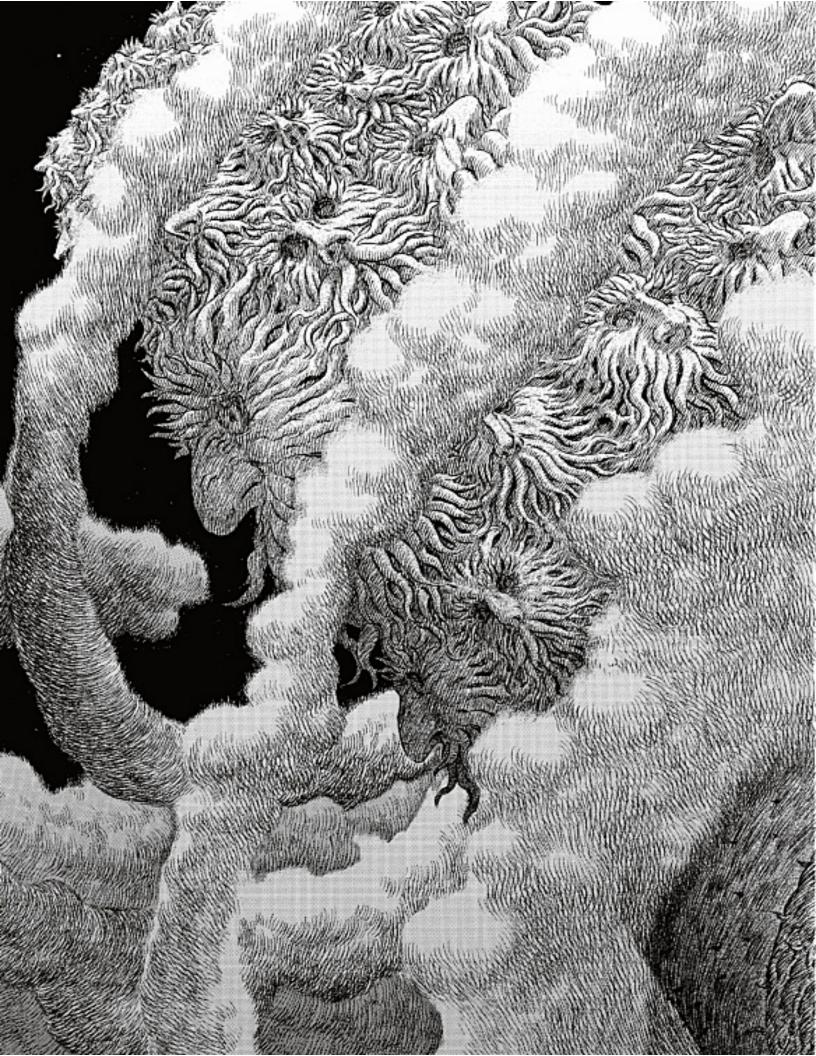


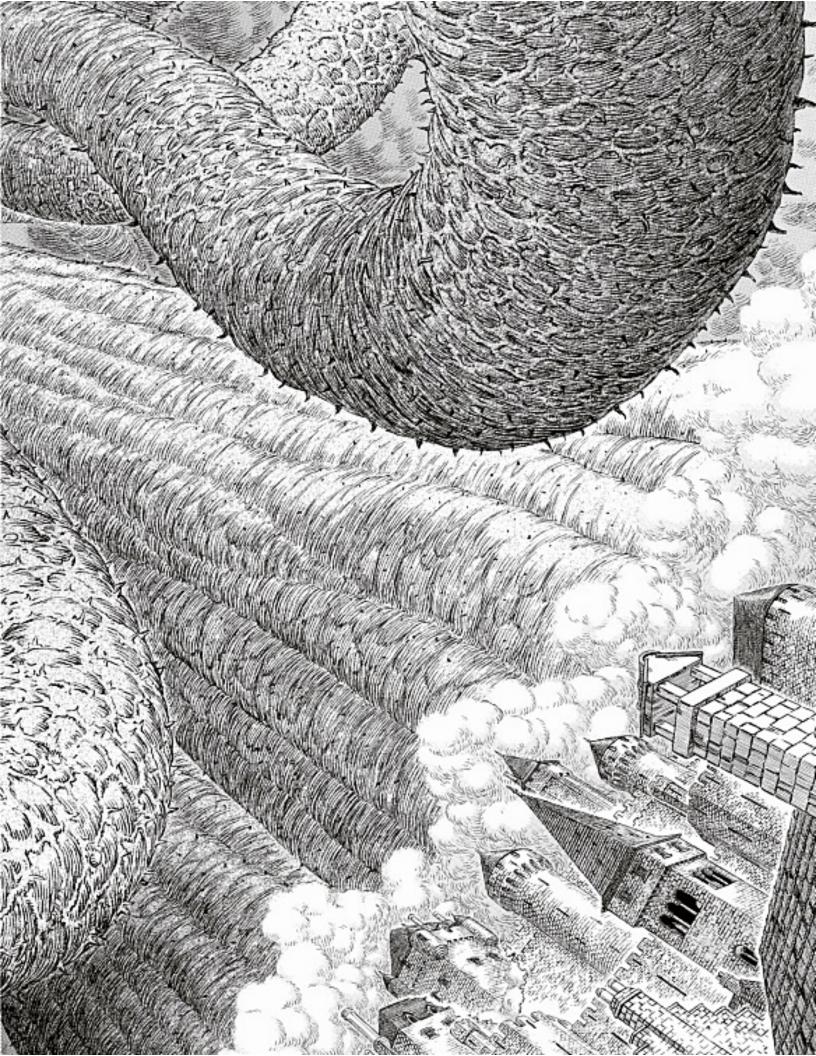




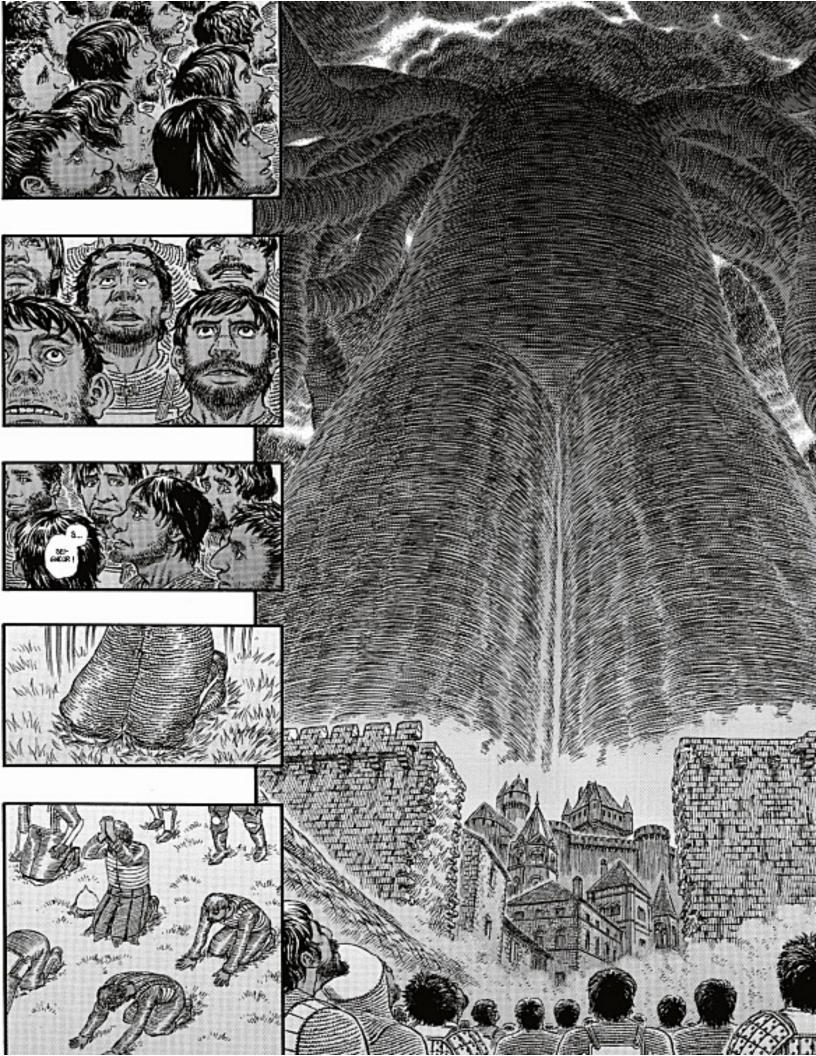


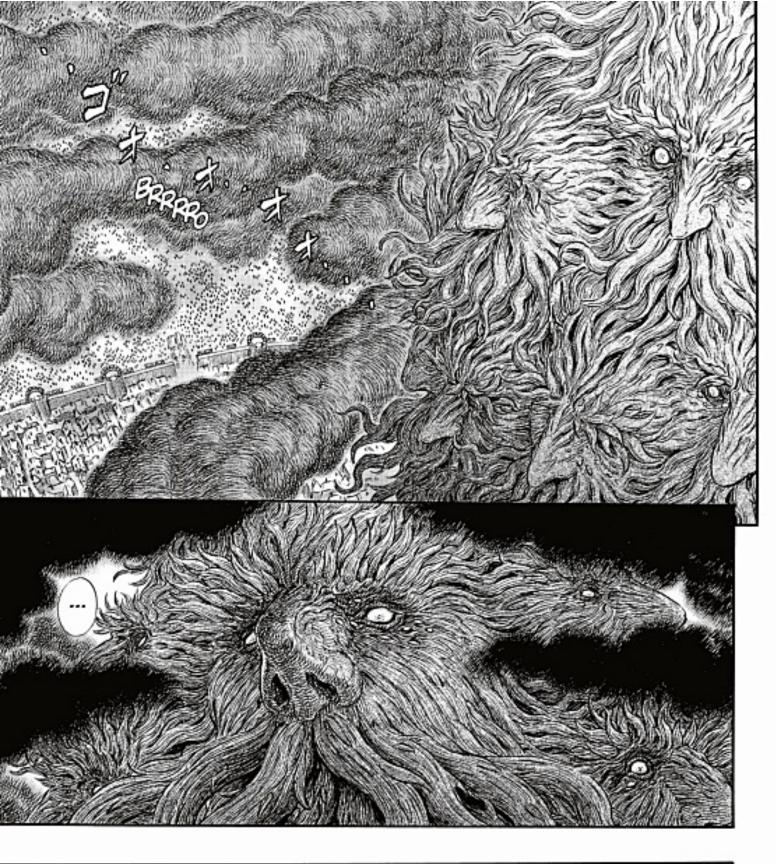


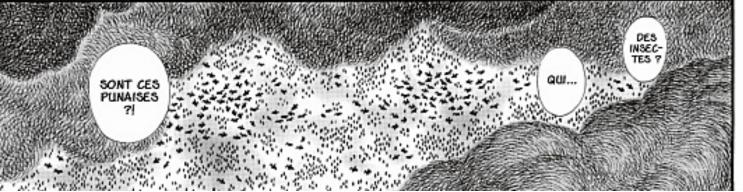








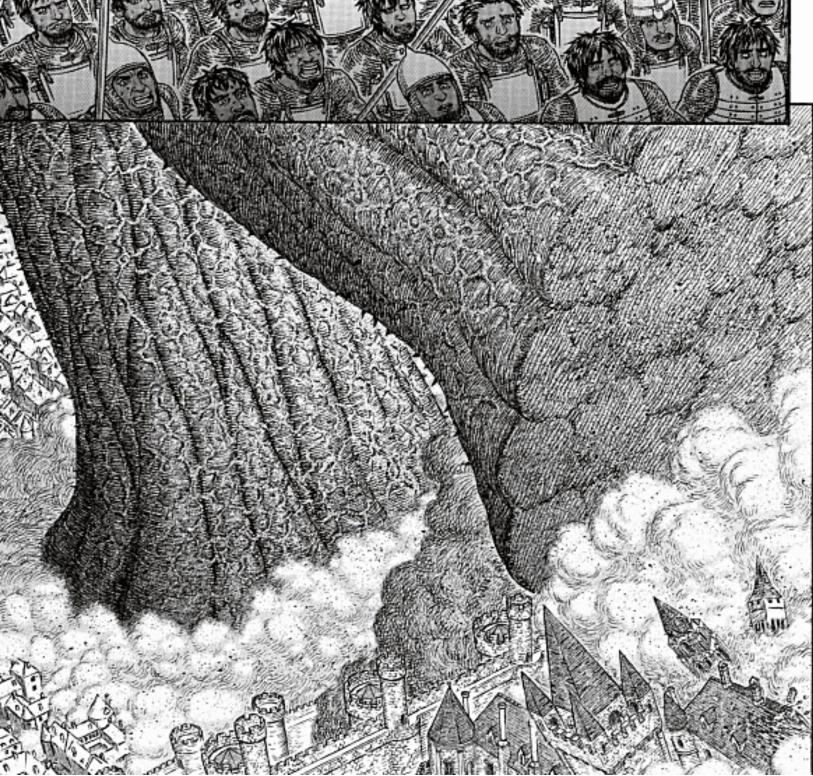




























K R R

BERSERK 33

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First published in Japan in 2008 by HAKUSENSHA, INC., Tokyo

French language translation rights in France arranged with HAKUSENSHA, INC. Tokyo

through Tuttle-Mori Agency Inc., Tokyo

Édition française Traduction depuis le japonais : Anne-Sophie Thévenon Correction : Thomas Lameth Lettrage : Bakayaro

© 2018, Éditions Glénat
Couvent Sainte-Cécile — 37, rue Servan — 38000 Grenoble
ISBN: 978-2-3310-3660-6
Dépôt légal: mai 2018

Cette version numérique est conforme à la version papier commercialisée.

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